BEST SELLIN' SPECTRUM MAG!

# SINCLAIR user

No.91 HFL 8.90
OCTOBER 1989
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## CABAL

READ THE REVIEW!
PLAY THE DEMO!
WIN THE COIN-OP!

REVIEWED AND RATED:
**BATMAN**
**STRIDER**

SUPER TANK SIM.
OPERATION GUNSHIP
APB/DRAGON SPIRIT

DIRTY TRICKS:-
INDIANA JONES MAPS
BUMPER POKE SPECIAL
SECRET STRIDER MAPS!

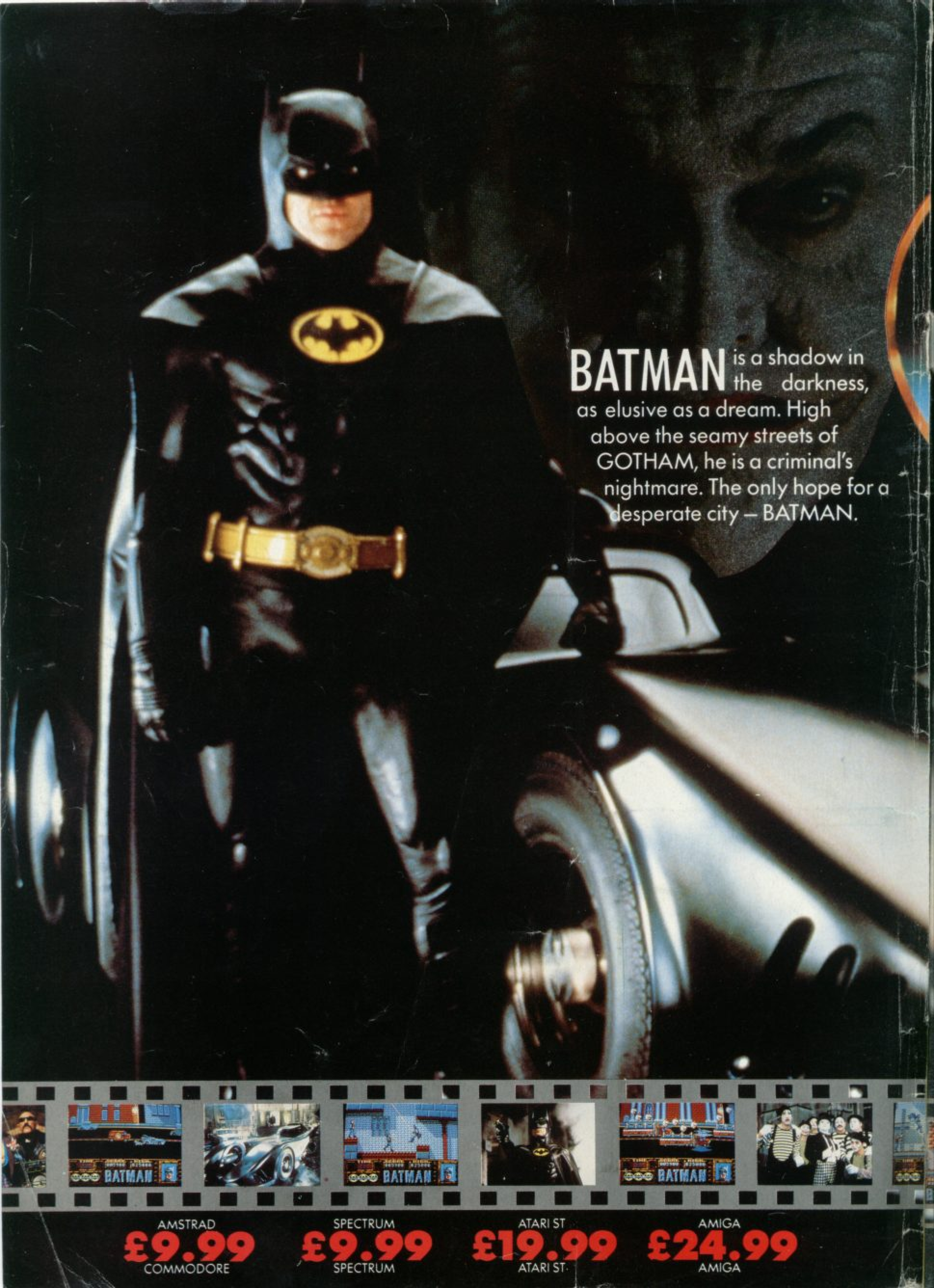
FREE: MR HELI POSTER
MONEY OFF COUPONS

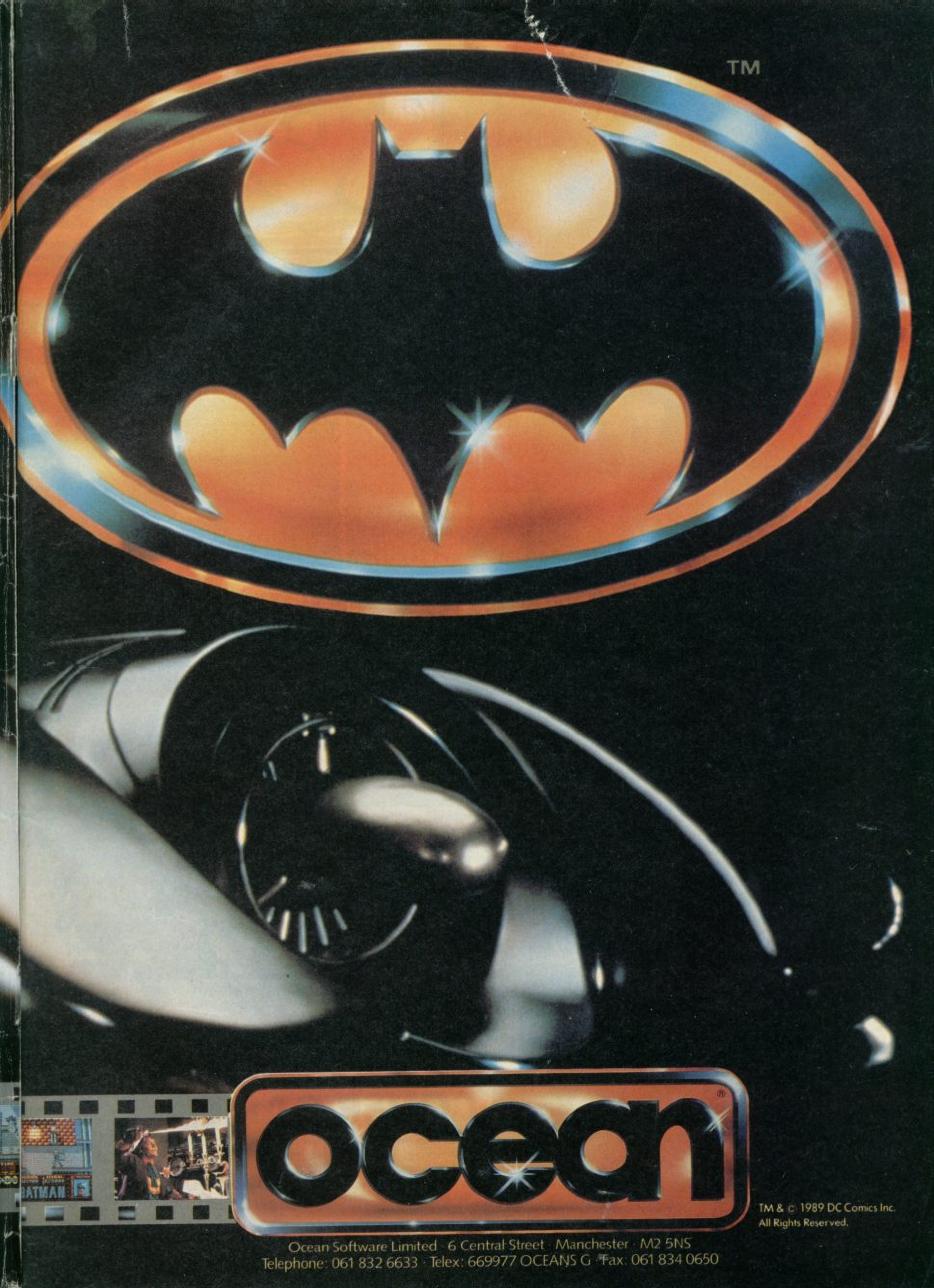
WIN: A VIDEO WALKMAN
WARLOCK VIDEOS

## MEGA TAPE 20

MEGATAPE 20
IF NO MEGATAPE 20 IS ATTACHED HERE, TELL YOUR NEWSAGENT IMMEDIATELY!

HOW TO USE YOUR FREE
HYPERCARD
TURN TO PAGE 22


BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city – BATMAN.
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# SINCLAIR user

## Meet the super hard-working SU team!


### JIM "Editor" Douglas



As Sinclair User's pioneer of New Technology, Jim is completely at home with thousands of pounds worth of high quality laser equipment. On top of deciding what goes where in the mag, Jim can explain to the simplest of simpletons the pica/point conversion system on a Mac hard drive DTP 123 system. And not once has he sat and stared and sworn at a blank screen for a whole afternoon. Not many.

### ALISON "Production Editor" Skeat



Al loves her PC to PIECES (arf). With its special ergonomic vertical keyboard and – rather expensive – blank-o-screen Alison's Cray XMP Wysiwig can spell check, delete lines, write extra copy and even sample the current text and suggest a witty headline. Never again will you find a typographical error in Sinclair User. For example, the Cray has written the next piece.

**Xyndfi31 "f hthecat" I:LK**

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### TIM "Art Editor" Noonan



"Nah. Vis new tech's a load of donkey's bums" muses Mr Philosophy. Tim has always preferred the traditional way of doing things. Descended from 11th century monks, Tim continues to keep some of their practices alive in his design work. Every letter that appears in all of the 120,000 issues printed each month is carefully printed onto each page by Tim using an Ivory stencil. Here Tim can be seen working on his 53,000th "E". As you can see, it's fascinating work.

### GARTH "Staff Writer" Sumpter



A hard man to track down, new staffer Garth managed to elude the camera's eye once more. You see, if he's not writing something at his desk, he's looking at a new game, and if he's not looking at a new game he's trying to get hold of a new game, and if he's not trying to get hold of a new game then he's driving thousands of miles to research some information on a new game that may be coming out. And if he's not doing any of that, he's probably completing his work for the CIA. Alright for some eh?

ADVENTURE **The Sorceress** DIRTY TRICKS **Jon Riglar** HOW THE HELL **Andrew Hewson** I'VE GOT THIS PROBLEM **Rupert Goodwins** EXTRA STUFF **John "Payments overdue" Cook/Chris "Payments very overdue" Jenkins** ADVERTISEMENT MANAGER **Nigel "Two jobs" Taylor** ADVERTISING EXECUTIVE **Martha "Is he not?" Moloughney** AD PRODUCTION **Emma Ward** MARKETING MANAGER **Dean "Jiggy jiggy" Barrett** MARKETING ASSISTANT **Sarah "Where's my film?" Ewing** PUBLISHER **Terry "The big man" Pratt**
OUR ADDRESS: **Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU** OUR PHONE NUMBER: **01-251 6222** OUR FAX NO: **01-490 1095**



THIS MONTH'S COVER: **Cabal from Ocean.**
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# CONT

## PREVIEWS 86

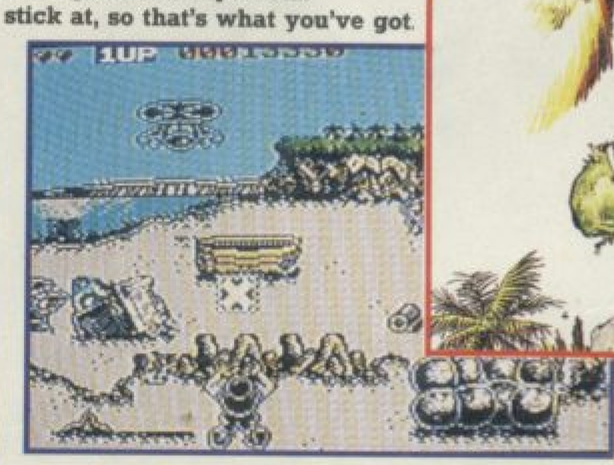


Once again the nation holds its breath and crosses its legs as everyone waits to discover what's in *Previews*. Some of it we can tell you now; Ghouls spooky thing from US Gold. Another thing we know: Galaxy Force is a zappy, 3-D-ish spacey thing from Activision. But to preserve the mystery that is *Previews* we're going to make you turn to page 86 to find out the rest! (Did that sound as if we know how we're going to fill up the space? – JD. Yes I think so – AS).

## DIRTY TRICKS DEPT 14




We were going to have a photostrip of Fuzzbox gradually losing all their clothes in a series of madcap adventures, like in every other magazine published in the last eight months, but then we thought no, you'd prefer some overwhelming tips 'n' tricks for Indiana Jones and Strider, and more pokes than you can stick at, so that's what you've got.





## COVER GAME 8

Cabal **is a seriously tough piece of code. There are villages to destroy, governments to overthrow, peasants to liberate and grenades to eat. We reckon** Cabal **could well take the throne from** Operation Wolf **as the most realistic and hair raising combat coin-op conversion. Were we right? Check out the review.**

# ENTS

# SOFTWARE:

**All the Reviews fit to print!**

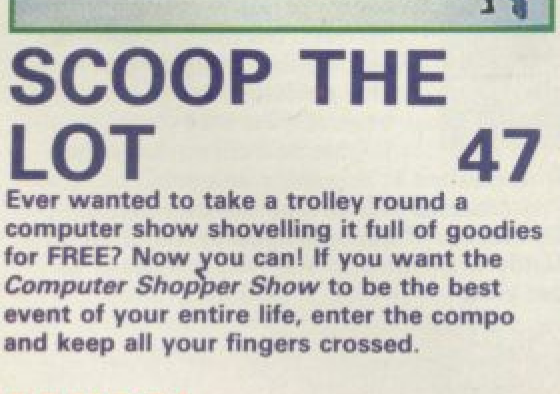

| | |
|---|---|
| CABAL | 8 |
| BATMAN | 12 |
| SUPER TANK SIM | 28 |
| IRONLORD | 32 |
| STRIDER | 34 |
| COBRA FORCE | 40 |
| PANTHER | 44 |
| PROTECTOR | 44 |
| SOCCER SQUAD | 44 |
| DRAGON SPIRIT | 52 |
| APB | 68 |
| OPERATION GUNSHIP | 70 |
| MAZE MANIA | 84 |


## WIN WIN WIN! A SONY VIDEO WALKMAN! 20

Is this the best competition prize in the history of the universe? It's a Sony Video Walkman – yes, a portable video machine with a built-in monitor screen worth almost £1,000! And you can win it courtesy of US Gold, who have gone so potty over the launch of Strider that they're giving away the whole world!

## WIN A CABAL COIN-OP! 27

This month's cover game makes Operation Wolf look like Pro-Celebrity Bowling from Bournemouth, and you can win the astonishingly noisy, violent and wonderful coin-op from Ocean. Yes! An actual arcade machine to block up your bedroom!



## SCOOP THE LOT 47

Ever wanted to take a trolley round a computer show shovelling it full of goodies for FREE? Now you can! If you want the *Computer Shopper Show* to be the best event of your entire life, enter the compo and keep all your fingers crossed.

## WIN! WARLOCK GOODIES 73

Oh crikey! In this shock exclusive competition not only do you get to win an exclusive Warlock jacket, modelled by the poutaceous Natalie (42-23-53), but you can also cop for a video of the supernatural shocker movie too!



## BLUEPRINT 58

Just how hot can you expect a *Blueprint* to be? How about Powerdrift the arcade road-racing game which makes Nigel Mansell wet himself with fear? We've got all the facts and figures – how they did the graphics, how they did the sound, and how they crammed it all into a Spectrum without it bursting.

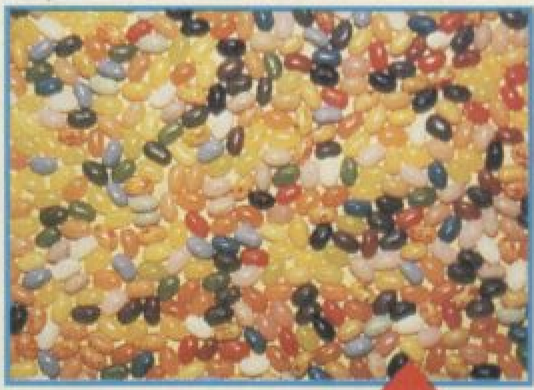


## POSTER 50

Skyborne adventure in the year 2099 as Mr Heli does battle with the evil Muddy and his vicious followers! Pull your poster out, stick in on your wall, marvel at the airbrushing skill of Firebird's pet artist. Then run around your bedroom shouting WHIRRR WHIRR WHIRR until you're blue in the face.

## PC SHOW SPECIAL 22

This year's PC Show is going to be really different. No it isn't, we're lying. It's going to be the same madhouse of weebling games and blathering businessmen as ever before, but this year we have the SU/US Gold Hypercard to make it even more crazy! Find out just how to use it, and you could win mountains of software, or a Plus 3, or an Indiana Jones leather jacket, and you can get dosh off the entry fee too!!



## OUTLANDS 82

Get FAT with SU! This month we've got the hot poop on the latest food fad to sweep Britain – Jelly Bans! No ordinary jelly beans, these. You can mix and match and eat them in combination with each other to produce amazing oral delights. We also give you a run down on those fluorescent wallets that Tim and other Hep Cats are so keen on.

## REGULARS

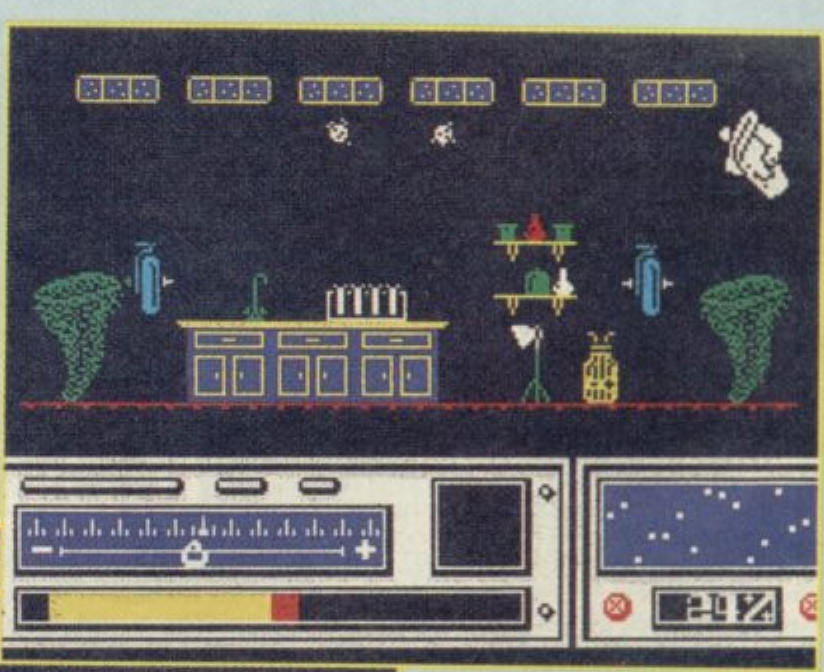

| | |
|---|---|
| Megatape | 6 |
| Dirty Tricks | 14 |
| Tell It To Wayne | 30 |
| Write Stuff | 38 |
| Charts | 42 |
| Poster | 50 |
| Compo Winners | 56 |
| I've Got This Problem | 80 |
| Blue Print | 58 |
| Sorceress | 60 |
| Precinct 19 | 62 |
| Coin-Ops | 74 |
| Supercoupons | 76 |
| How the Hell? | 78 |
| Outlands | 82 |

Welcome, friends, to another incredible Megatape. And in a packed show tonight, we can treat you to not one, but TWO incredible Big Name treats. In order to get the most from your Megatape, simply put in your cassette recorder, type LOAD "" and press Play. Within a few seconds you'll be rocking and rolling.

# MEGA TAPE 20

## SIDE A: DOUBLE TAKE from OCEAN

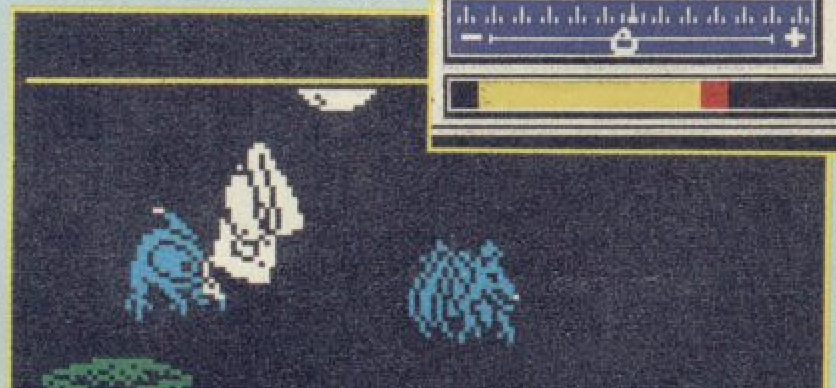
### THE GAME



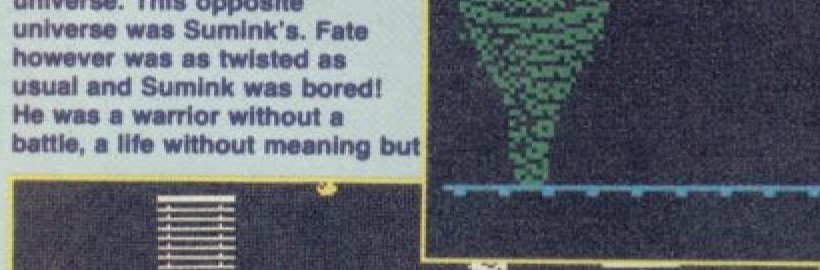
The year 2008, the time mid-day, the place a rather large, computer controlled "Physical Particle Investigation Unit" out in the middle of a bleak and lonely landscape, where the only sounds are the howling winds and the distant hum of the particle accelerator beneath the ground.

beneath the ground.

A young research assistant is sitting at his terminal drinking his umpteenth coffee and totally oblivious to the momentous chain reaction that his experiment is creating; His investigation into the inherent instability factors of particles of "antimatter" when held for periods of greater than a few seconds should not have raised many eyebrows; unfortunately for him, a great interest was being shown by a being of a different state; this being is SUMINK!



In life there are always mirrors, doubles. Nothing is totally unique. Few however would have believed that their whole universe was "doubled", that for every object in our universe there was a similar object in an opposite universe. This opposite universe was Sumink's. Fate however was as twisted as usual and Sumink was bored! He was a warrior without a battle, a life without meaning but not without hope. His hope? That a channel could be found between his universe and ours.



Suddenly the stability alarms sounded! The assistant found the room slipping away from him, his movements were becoming frozen, his reality, no longer real. Sumink had, through a particle of an "anti matter" found his channel and was not going to wait for a second chance. The assistant was thrown into the sixth dimension where stability is a dream and reality a myth but where the battles are just as deadly.

The two universes collide briefly, both are made unstable, objects pass between them and a state of flux is set up between our positive universe and Sumink's negative one. This collision results in several different events.

1. Objects from our universe swap places with their opposites in Sumink's universe.
2. A "sparkling cloud" is created. This is a tunnel between the two sides; contact with this cloud will transport you to the other side!
3. The universe constantly changes and you may suddenly be transported to the other side.

### THE GAME OBJECTIVE

1. TO PLACE ALL OBJECTS INTO THEIR CORRECT UNIVERSE.
2. DEFEAT SUMINK (ONCE STAGE ONE IS COMPLETE).

### LOADING

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ then load as follows. Type LOAD "" (ENTER). (Note there is no space between the two quotes.) The " is obtained by pressing SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.

# TAPE

5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

CONTROLS

The program is controlled by either joystick or keyboard which is redefinable and most interfaces are compatible. See menu for details.

NOTE

If using a Sinclair Plus 2 computer, select the joystick option "Sinclair" when using an Amstrad or Cheetah + joystick.

JOYSTICK

EXTRA CONTROLS Joystick/Keyboard

1. To pick up an object press "DOWN + FIRE"
2. To drop an object press "DOWN + FIRE"
3. To use the "sparkling cloud" press "FIRE" when you are over the cloud.
4. To move through whirlwinds (doors), place Hero above the door and press Down and Fire.
5. To move through the Cyclotron (blue tunnel) go to edge and press "FIRE"
6. To move through Port Holes, place Hero on top press "FIRE"

PLAYING

The game is set inside the complex itself and using the cyclotron as a passage to certain parts, which cannot be reached otherwise, you must ensure the whole complex is stable (including the complex in the negative universe).

You play the part of the assistant, whose task is to stabilise the two universes by finding the correct location for any object which has been transported to its opposite universe. When this task has been accomplished you must then do battle with Sumink; this takes place inside the negative universe. You must hunt him using your knowledge of the map and your radar system.

OBJECTS

Every object in our universe has a "Double" in Sumink's universe. If one of our objects has travelled to his universe then its opposite has travelled to ours.

Only in rooms which are unstable has there been a swapping of objects.

Transportation of an object without that object having been "stabilised" will change the object carried into its double!

To transport an object back to its correct universe the object must have been stabilised by either

(A) Activating the "sparkling cloud" when carrying an object (shown by the object being carried flashing white).

(B) Shooting enough aliens to render the object stable (also shown by the object carried flashing white).

The stability of the object is shown by its brightness, the closer to flash white the more stable the object carried.

On dropping the object it will revert to instability (go magenta again).

SPARKLING CLOUD

This has the ability to allow you to cross between the two universes whilst keeping your object in the same state.

To activate the "sparkling cloud" place the hero over it and press "FIRE". If the "sparkling cloud" has been activated your object carried will begin to flash white and will remain the same, as the universe about you changes.

The "sparkling cloud" only travels along the central part of the complex and will not enter the cyclotron (there is a "sparkling cloud" in both universes).

## SIDE B:
### PLAYABLE DEMO OF CABAL from OCEAN

**If you quickly turn the page, you'll find our verdict on Ocean's thrill-a-second blast-out, Cabal. We were impressed. In fact, Ocean predict that this game has such a high "grab" factor that just a few seconds of play would persuade even the most sceptical reader to buy it. Here's your chance to make up your own minds.**

**You are a soldier of fortune on a mission to wreak terrible destruction upon a number of tiny countries around the world. One moment you're facing a hostage seige near home, and the next you're thousands of miles away, liberating peasants from mad dictators.**

**Once you've loaded the demo, follow the on-screen instructions.**

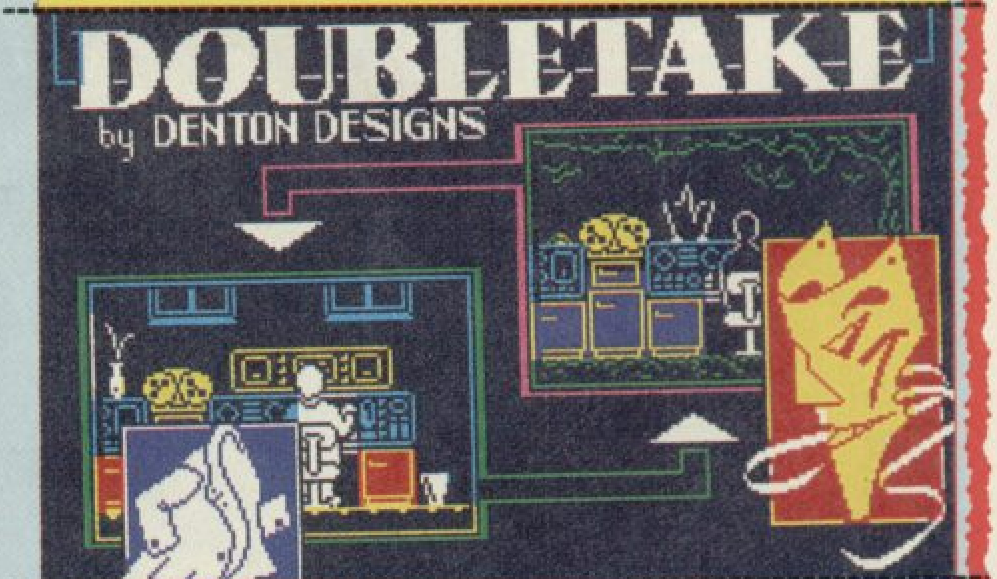
### MY TAPE WON'T WORK!!

If your Megatape 20 fails to load, send it along to "Megatape 20 Returns", Interceptor Limited, Mercury House, Calleva Park, Aldermaston, Berkshire RD7 WQN and a replacement will be despatched just as soon as possible.

cut

fold

## MEGATAPE 20



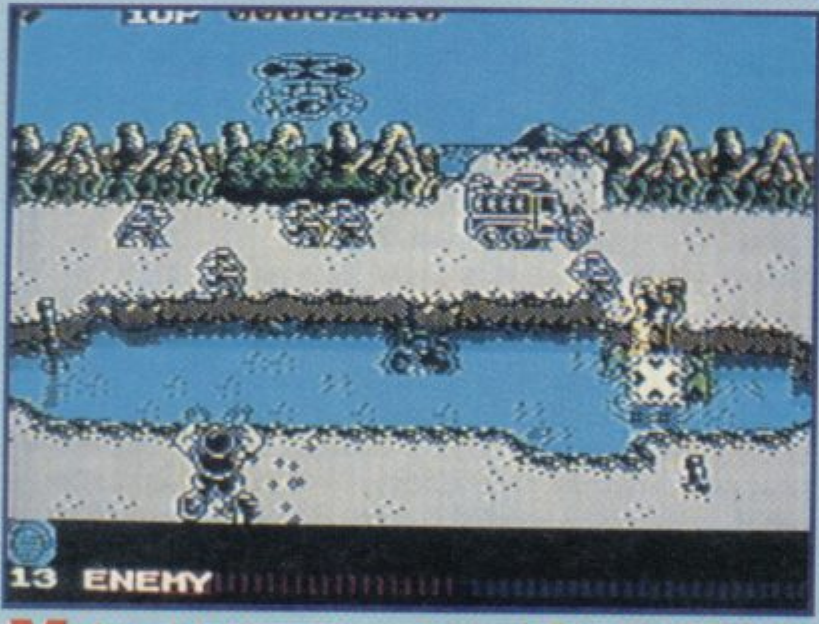

fold

fold





# CA




**Y**ou've oggled at *Operation Wolf*, thrilled at *Thunderbolt* and now it's time to get cookin' with *Cabal*, the very latest trigger pullin', all action shoot-em-up, blow-em-to-bits, rip their limbs off and beat them to death with the wet end game from Ocean. In *Cabal*, you are a ferociously brave/mad/stupid soldier with the unenviable task of single handedly wiping out anything that moves, breathes or looks even slightly dangerous.

You control our fearless hero, who jelously guards his territory which is the bottom of the screen. On each of the five levels there are four stages, each one progressively harder than the last, and a true testing ground for all you trainee Rambos. So.. clenching your gun tightly in your sweaty little mitt, the game begins. Each scene depicts a battle scenerio, and our lone maverick must clear each screen of all enemies before progress to the next level. To do this he employs all his skill, training and judgement and using his trusty rifle and the oh so few grenades that his mum remembered to pack, he must fight the foe.

Control is selectable at the menu but the joystick will move him left and right to avoid enemy fire; a quick stab on the fire button will release a hail of bullets and a cross hair moves across the screen if he is shooting.

Unfortunately, whilst he's shooting up the enemy, he can't move but his sights do. So watch out for stray enemy bullets because in non-Rambo fashion this man won't shoot on the move!

If things get a little hectic then a quick stab of the space bar will unleash a grenade into the midst of the action in the general direction of the old sights again. In *Cabal*, you can hide behind scenery in the foreground to avoid some enemy fire, but beware! Even walls are only temporary with the amount of fire power available, but it's always a good idea to let the enemy destroy any cover – try not to blow it away yourself, after all bravery is one thing that would be stupeed! Especially as you only start off with four lives and only one hit means instant death – well whatcha expect? Dis is war ya wimp!









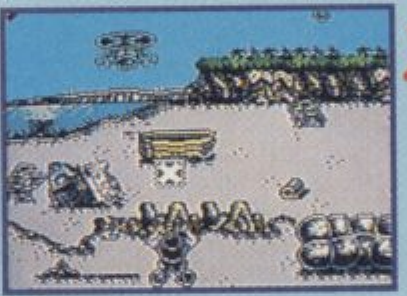

Whatsat you say? Gimme some motha of a gun and I'll show you who's boss around here. S'easy.

Every now and then someone's untimely demise will make you the of a piece of hardware that will send the enemy scurrying for cover.

A machine gun, a bazooka (kaa boom!) and spare grenades all fall to the bottom of the screen on the obliteration of random targets. These you must pick up quickly as you can't leave things lying around on a battlefield. The machine gun and bazooka last about 20 seconds and come in useful on anything above level one stage three when

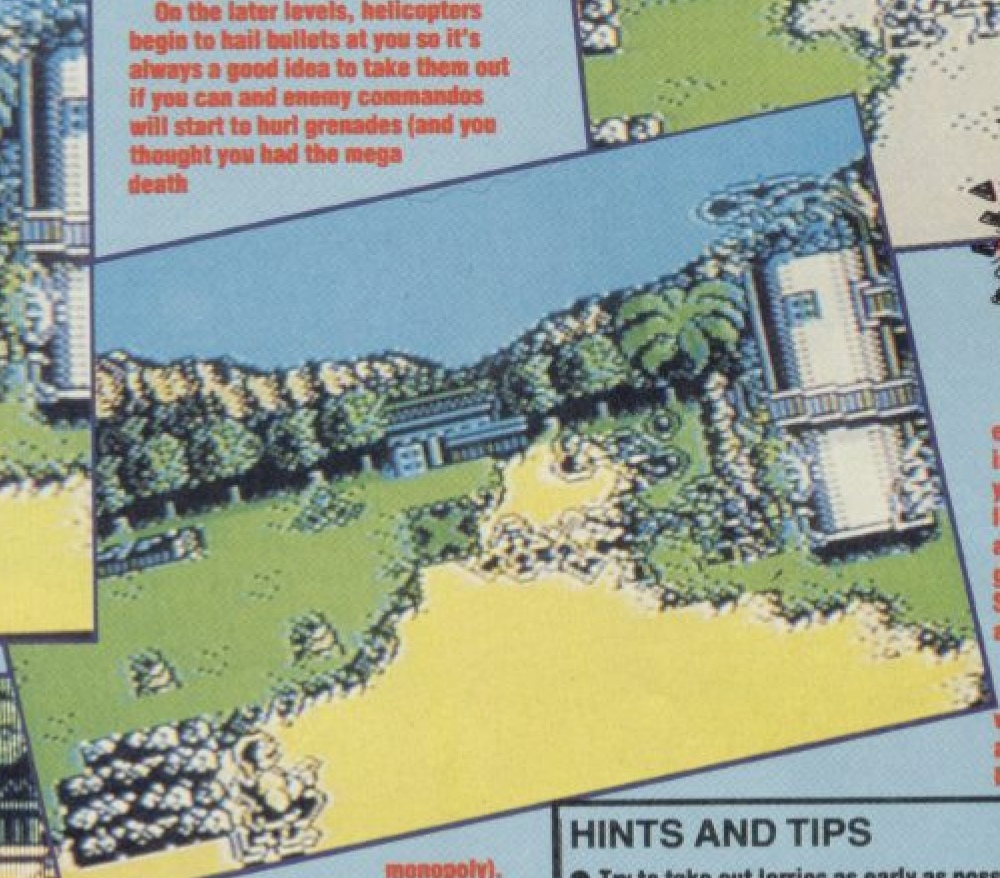
GAMES REVIEW!

# BAL











SINCLAIR USER CLASSIC

enemy soldiers are accompanied by tanks and lorries. The lorries are bringin' yet more troops, so try to get them before they unload. Ten hits to destroy, but one grenade and two bazooka rounds will despatch them with a firey exit. Also, the bazooka and grenades have a larger area of effect so they can take out several of the opposition if you're in a tight spot.

On the later levels, helicopters begin to hail bullets at you so it's always a good idea to take them out if you can and enemy commandos will start to hurl grenades (and you thought you had the mega death monopoly).

If you can't hit them before they throw, then shoot the grenades out of the air or get moving!

The state of play is displayed at the bottom of the screen, with a blue star showing the number of enemies left to kill on your present level. Once this has turned completely red you can advance to your next position. At the end of each level there is a tough guy to deal with, so if you're lucky and still have a bazooka or machine gun you can blast him to smitherines! If not, then it's back to ducking and diving. Once yer dead, yer dead. Or are you? There is a continue option that can be used once and once only to just peek ahead a bit, or just push up your high score on the table.

A great game for fight fans with large levels of death and destruction. On later levels there's a lot moving on the screen but sprites are well defined and are not lost in the colourful backdrops.

The game progresses nicely with each subsequent stage being shown in the distance from the stage that you're currently working on. It adds little to the game but shows the amount of detail that's gone into the graphics. Well done everyone at Special FX, you can paint my wall anytime. And as for the game?

A winner, and for anyone that plays the arcade version, definitely worth all the money you've no doubt already fed into the coin slot at the local amusements.

## HINTS AND TIPS

- Try to take out lorries as early as possible as they will drop soldiers onto the screen in droves. (Don't forget there can only be up to 16 sprites on the screen at any one time).
- Bazookas and machine guns last for 20 seconds only, but if you pick one up just before the end of level tough guy you can use it on him, if not then any grenades that you've collected should give him some problems.
- There's an extra life to be had when you reach 10,000 and there's also a continue option but it can only be used once.
- Hiding behind walls and sandbags is a good idea but watch out for commandos throwing grenades. You can tell when they're about to throw because they slow down and start winding up. Hit them before they throw them.

ARCADE REVIEW

## FAX BOX

*Cabal* Label: **Ocean** Author: **In-house** Price: **£8.95** Memory: **48K/128K** Joystick: **Various**

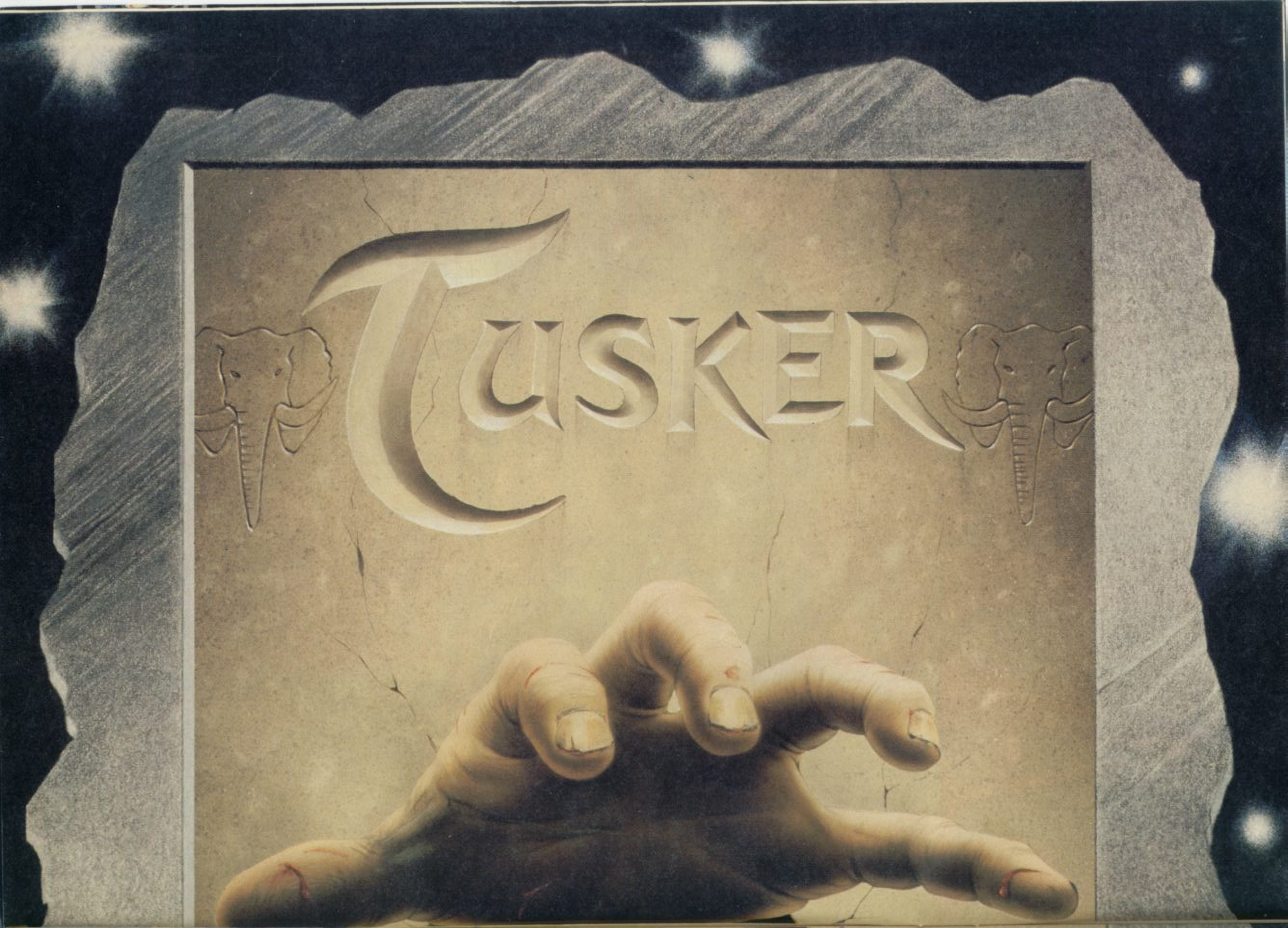
| GRAPHICS | SOUND |
|---|---|
| 88 | 63 |
| 83 | 80 |
| PLAYABILITY | LAST ABILITY |

*A good conversion with excellent graphics.*

Reviewer: Garth Sumpter

OVERALL 84

10 20 30 40 50 60 70 80 90


TUSKER


'ONE MAN'S DREAM
ONE MAN'S DESTINY
SYSTEM · 3

# GAMES REVIEW!






# BAT

D ada dada dada dada...BATMAN! The Joker is once more at large in Gotham City as reports flood in of kitchen chemicals that have been doctored with Smilex Gas.

"Begorrah Commissioner, the Joker's laughing at us what can we do?" drawls the bigtown bobby. "That fiendish felon the Joker, may have the city in stitches but there's one person who should be able to take the smile off his face"

"You don't mean...." Oh yes he does. So as the Commissioner reaches for the Batphone, the latest batch of the film of the record of the video of the T shirt of the game begins..

As you all know from last issue's mega tape, Batman the computer game is now available for the Spectrum and the graphics are good, the music is melodic and the gameplay is great. The action takes place over five scenarios and faithfully follows the film - whaddaya mean you ain't seen it? You got no street cred at all? Okay, for the benefit of the zero trends...The game unfolds in the Axis Chemical Plant, where as chance would have it, Jack Napier fell into a vat of chemicals which did a biological jobbie, not on his Pierre Cardin boxers but on his noggin. Exit one Mr Average, enter the Joker. He uses the plant to produce Smilex which is currently the scourge of the Metropolis. Batman must find the Joker in the labyrinth of the factory, hampered by his inevitable cronies who try to shoot, bomb and generally be extremely unhelpful to our caped crusader.



So, armed with only his trusty self loading Batarang, and his own line in express lifts, Batman must run, jump climb and swing his way to the Joker. Control is by keyboard or joystick and the fire button being the crux of the gameplay.




The balloon goes up for the Joker as the Batwing cuts a swathe in Gotham High Street.

A direction plus fire sends the batrope blasting off to hook onto a handy ledge or even to KER POW! a cronie. Problem being, Batman can't move whilst using the rope so it's always a good idea to clean up the baddies before using it. It's also very handy for dastardly do-no-gooders on diagonals as the Batarang will only fire left or right. Once the Ba trope is secured, the masked avenger can swing to and fro and by releasing the fire button at the right time, can leap across gaps in platforms.

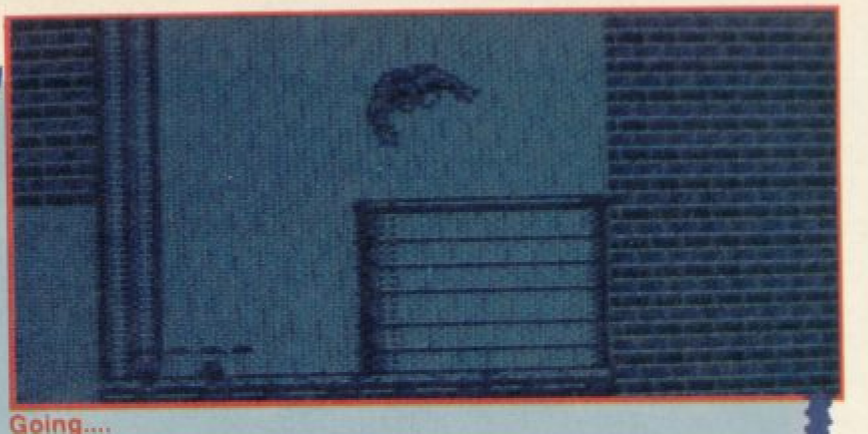
Batman loses energy each time he is shot, bombed or dropped on by baddies. Energy status is shown by how far the picture of Batman's visage has turned into that of the Joker's. By sending the Joker for an early bath in the chemical vat, Batman then returns to the Batcave as fast as possible to analyse and neutralise the Smilex. He must drive through the Gotham City rush hour, avoiding energy depleting collisions with other vehicles, walls and...yes, that arch villain the Joker is bringing up the rear in his Transit to make sure Batman moves it!

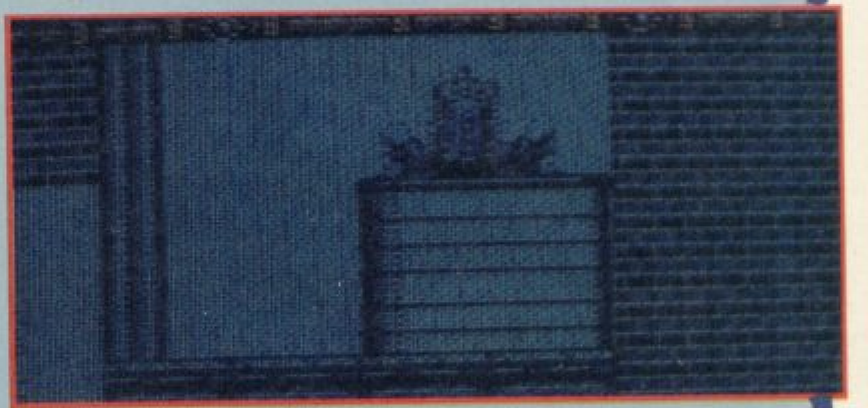
An arrow shows the direction of the Batcave, turns being made by hooking the Batarang onto a convenient lamppost and pulling the Batmobile into line. Why doesn't he use a Bat steering wheel? Phew! Meanwhile, back at the Batcave...having introduced the Smilex to the Batcomputer you must crack the Joker's code. Select each icon and the computer will tell you how many you've got right. Holy smoking Bat's droppings, you've done it! Onto the next level.

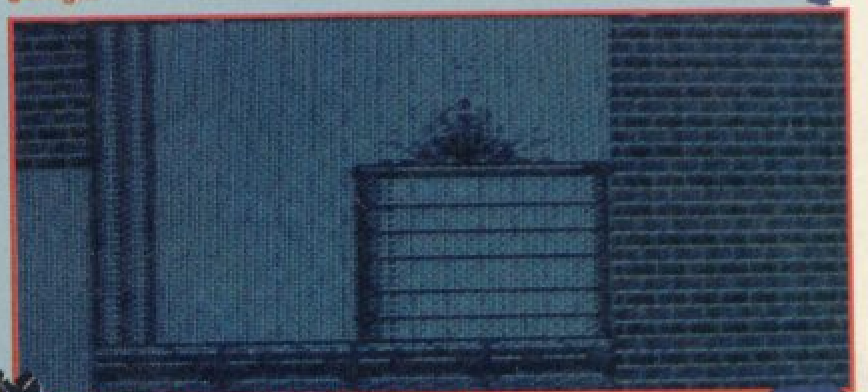
Into the Batwing to save the people of Gotham city from Smilex filled balloons at the local par ade. You must use the Batwing to cut the balloon's string and launch them skywards to do their dirty deed to the ozone layer instead.

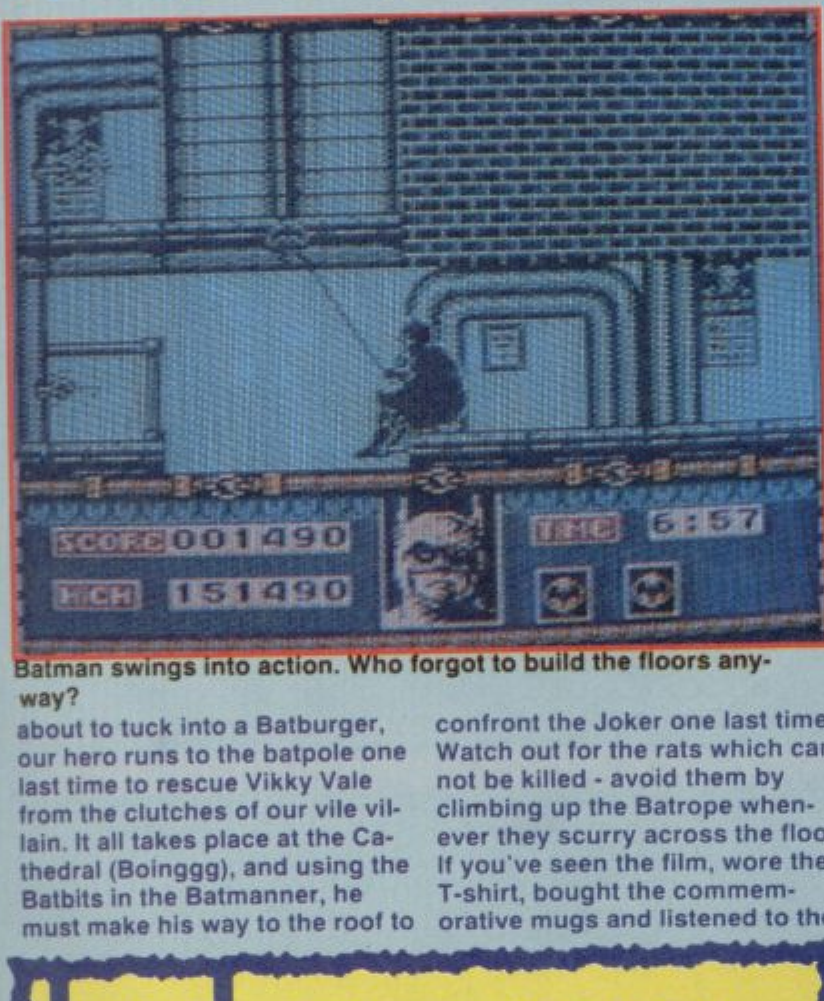
Having saved the day and just

# MAN


Going....


going...


gone. The joker returns to whence he came.



Batman swings into action. Who forgot to build the floors anyway?

about to tuck into a Batburger, our hero runs to the batpole one last time to rescue Vikky Vale from the clutches of our vile villain. It all takes place at the Cathedral (Boinggg), and using the Batbits in the Batmanner, he must make his way to the roof to confront the Joker one last time. Watch out for the rats which cannot be killed - avoid them by climbing up the Batrope whenever they scurry across the floor. If you've seen the film, wore the T-shirt, bought the commemorative mugs and listened to the album then you'll probably buy the game so's yer collection is complete.

If not then have a look at the demo on last month's megatape and if after all that you buy it then it's just got to be great hasn't it. If it's not and like me you find that behind all the great gameplay there are just five games of the film , wiz graphics neato touches .



ARCADE REVIEW

## FAX BOX

*Sure to be a monster hit!*

| GRAPHICS | SOUND |
|---|---|
| 78 | 84 |
| 70 | 72 |
| PLAYABILITY | LAST ABILITY |

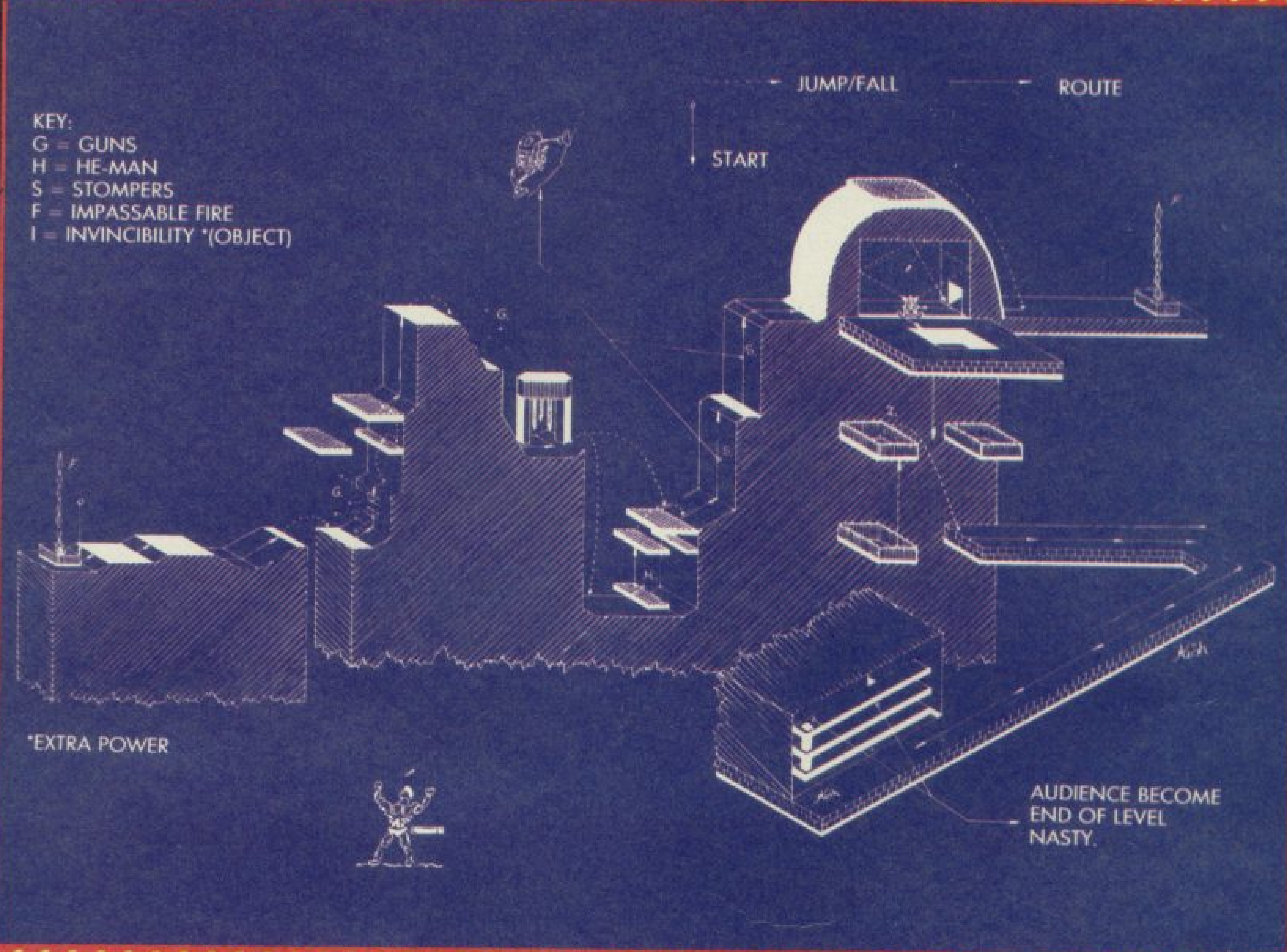
***BATMAN*** *Label:* ***Ocean***
*Author* ***In -house*** *Price* ***£8.95***
*Memory:* ***48K/128K*** *Joystick:* ***Various***

Reviewer:

OVERALL **76**

10 20 30 40 50 60 70 80 90

# DIRTY TRI

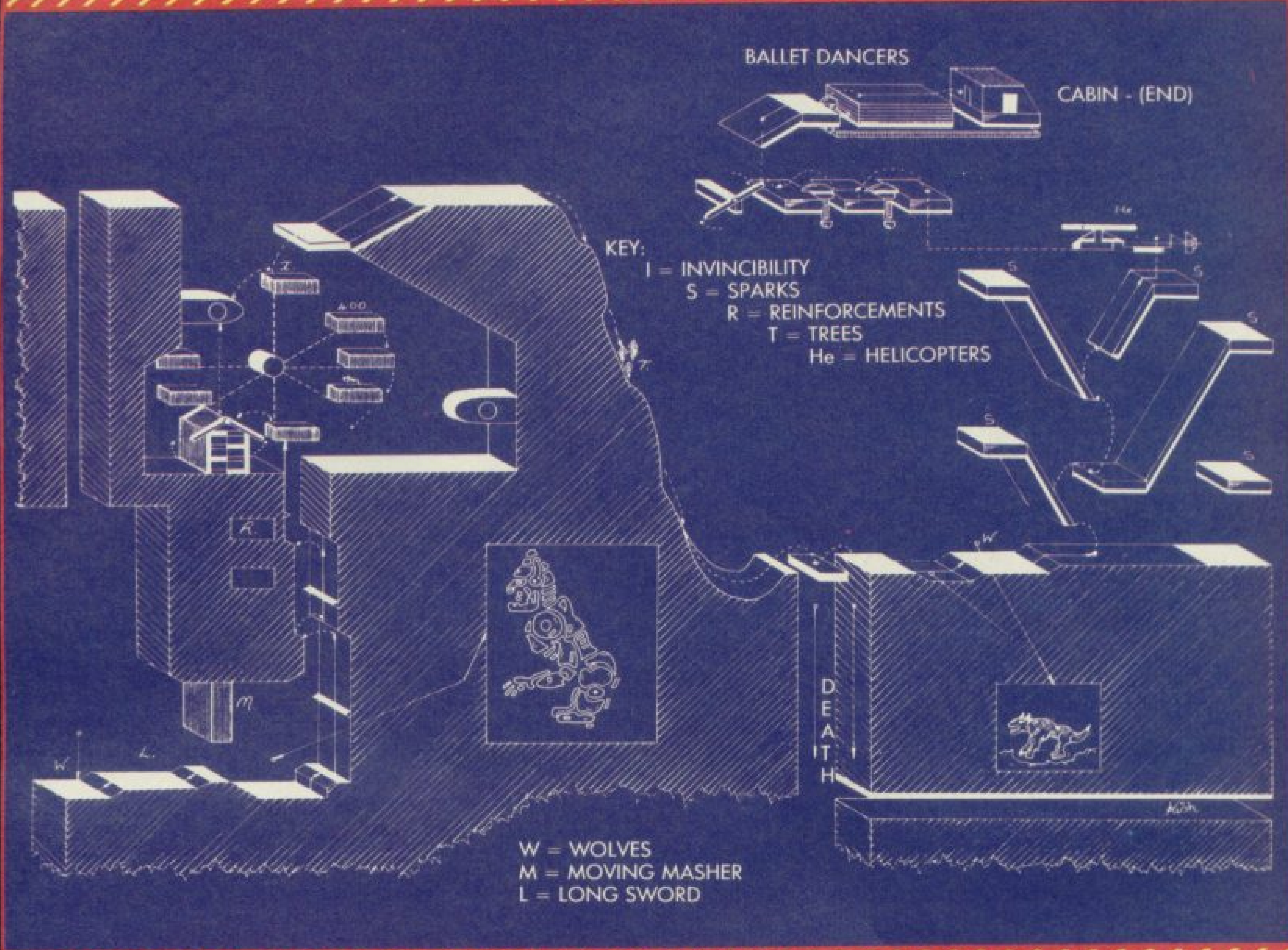



14

# STRIDI

**Welcome to the first installment in a possible unlimited series of Insto-maps. No sooner gone and got ourselves a rather fantastic map for it! So, there's now no need to waste working out which way to jump. Now you can concentrate on the serious business of wasting will be another map of an unrealistically recently released game. Thanks to the guys at USG together.**

# CKS DEPT.

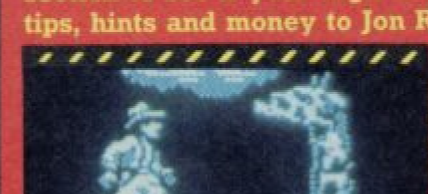



# ER

have we reviews Strider, we've
your time dithering around
the bad guys. Next month there
for their help putting this map

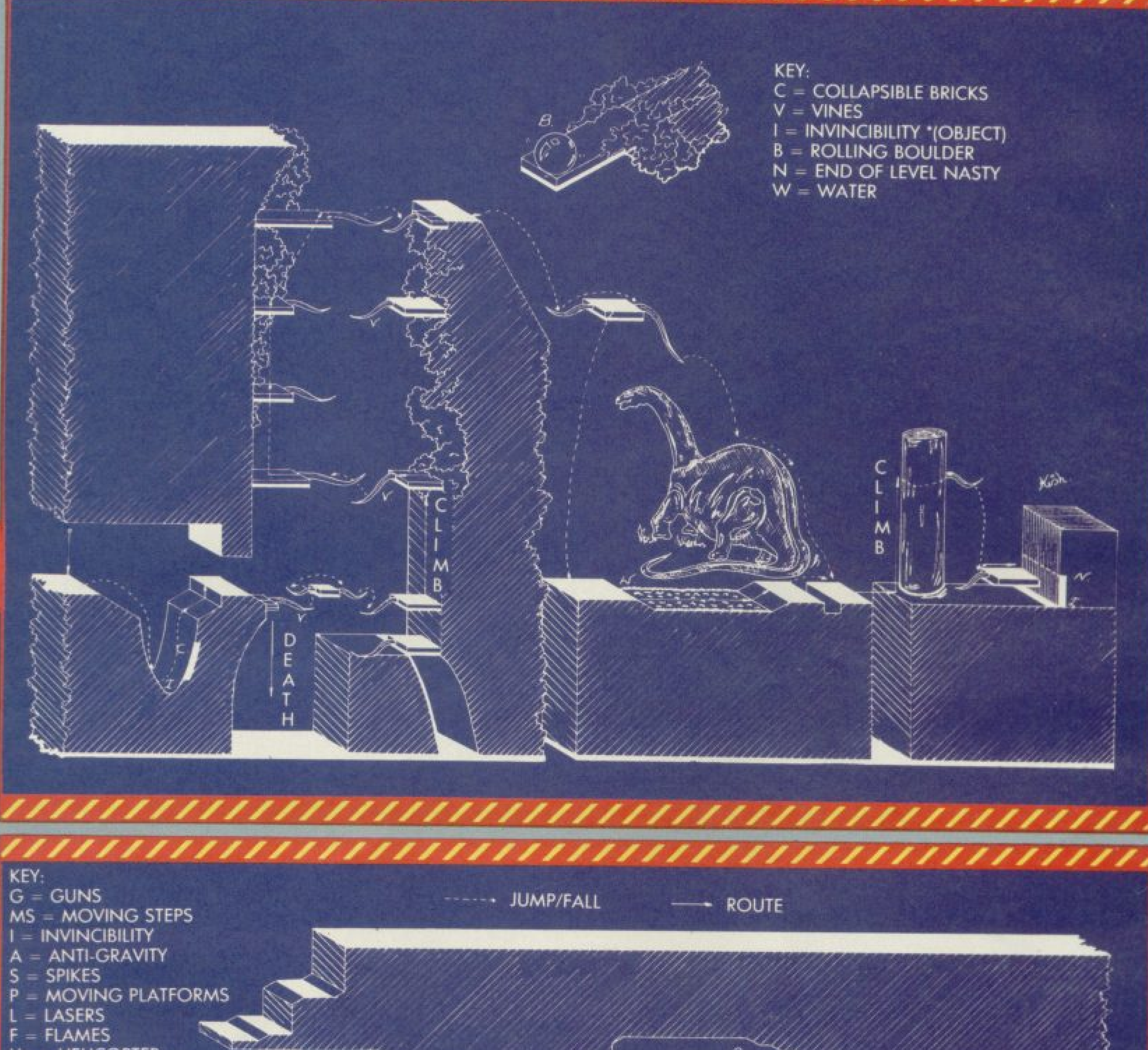
## INDIANA JONES

**Always a publication keen to increase knowledge amongst the masses and push forward the barriers of science (barf barf),** Sinclair User **brings you yet another bundle of hot information on all the latest releases (yes, all one of 'em) to warm your cockles. So switch off the grey box and ignore the fact that you've just run over the neighbour's tortoise on your Honda and in the process crashed into the garage doors (what goes on in your head Riglar? – Jim), and concentrate all four of your cells on all the tips you'll ever need for** Indy Jones, **including the exclusive map. Have a butchers over the** Bronze Stars **section to see if your high scores have been printed and then bung us all your tips, hints and money to Jon Riglar, Dirty Tricks Dept, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU. Pronto!**



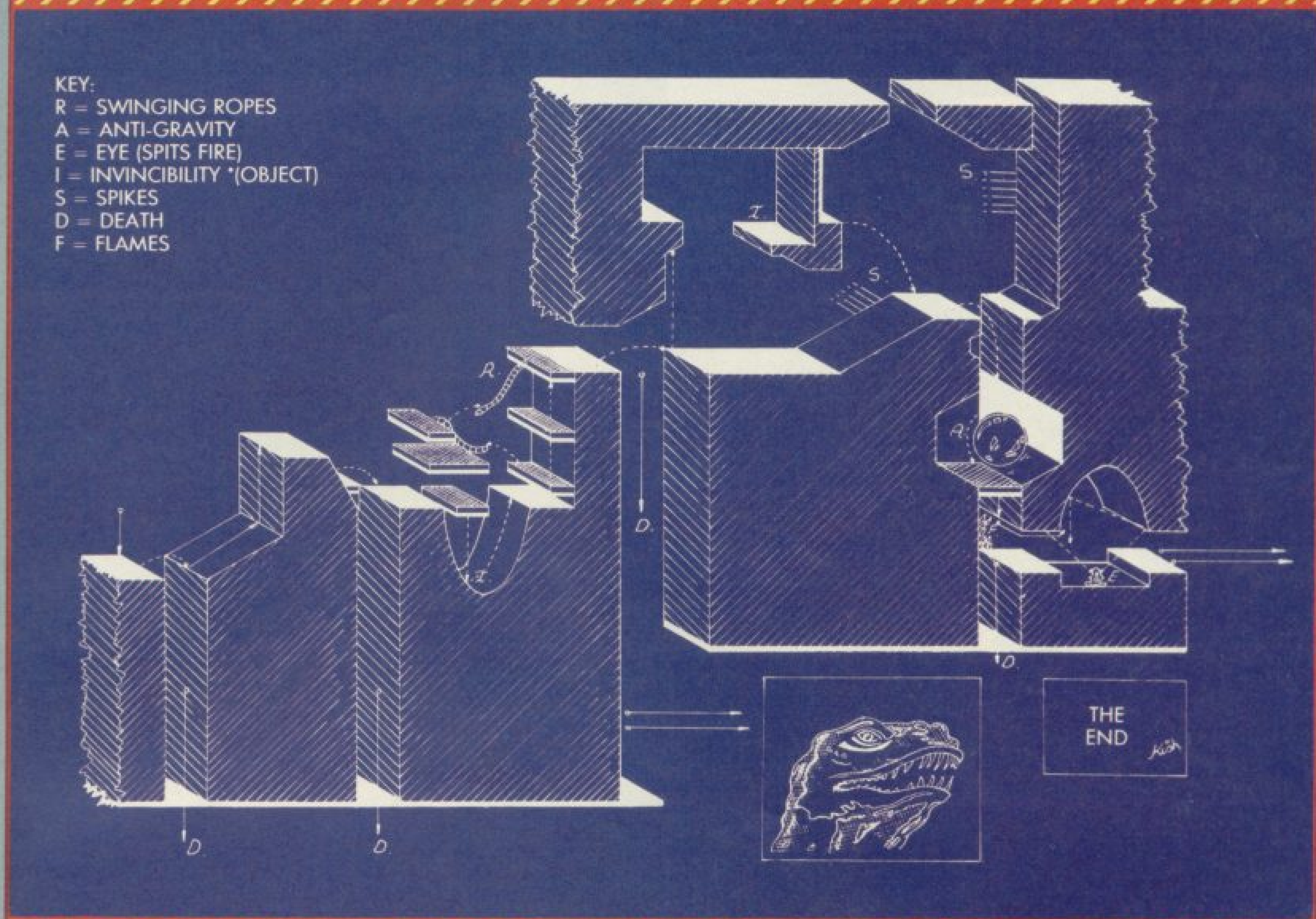
**Grab your whips! Grab your breeks! Grab the nearest little chinese geezer who always seems to appear in films like these but probably isn't in this one because that's just my luck! Indy's back! (Copyright T. Dillon Reviewing system 1989) Yes indeedy, and in this month's wondrous** Dirty Tricks Department **we're gonna give you all the low-down you'll ever need on section one. And a bit more. Probably. Well maybe not.**

# DIRTY TRI


KEY:
C = COLLAPSIBLE BRICKS
V = VINES
I = INVINCIBILITY *(OBJECT)
B = ROLLING BOULDER
N = END OF LEVEL NASTY
W = WATER
CLIMB
DEATH
CLIMB


KEY:
G = GUNS
MS = MOVING STEPS
I = INVINCIBILITY
A = ANTI-GRAVITY
S = SPIKES
P = MOVING PLATFORMS
L = LASERS
F = FLAMES
He = HELICOPTER
JUMP/FALL
ROUTE
DEATH
DEATH

# CKS DEPT.




## THE CROSS OF CORONADO

As you'll know from reading the lengthy Indy instructions, in section one you have to trog around the mines to try and find the Cross of Coronado. This would be easy if it wasn't for the nasty-type-blokies (I couldn't think of another way of describing them) which run around and blast at you occasionally or simply shin up and down a rope trying to get in your way. So it pays to know where these blokes are AND how to avoid them without losing too much on the energy scale. And to do that you'll need to have a shufty and the map.

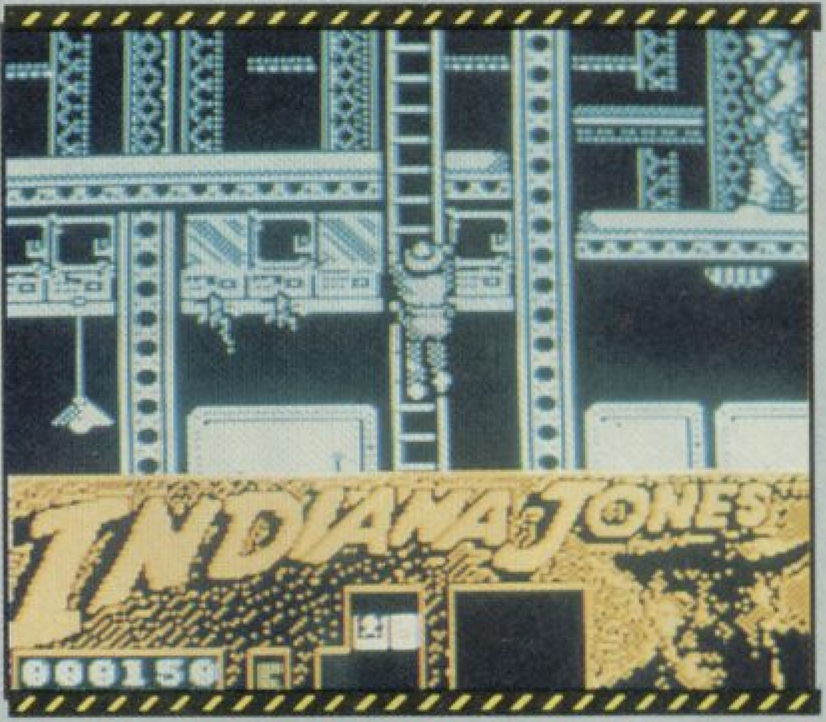
From the beginning then. Drop down a level to your right and jump on to the rope that should be hanging nearby. Shin down and leap across and onto the rope to Indy's left. Now you'll meet an Indian. Indians tend to throw things at people they don't particularly like and this Indian does not like you! Keep still on the rope just above the Indian's head level and wait there until the guy lets loose with a knife. As soon as it has flown past, shin down the rope until you reach the bottom of the mine.

Indy needs his whip and to get it, you'll have to guide him to the right and under a couple of platforms. But before you rush madly into that situation, be warned that a gun-tooting critter will appear (ie walk in and have a 'nose' around) and try to stop you reaching the whip by blasting a few bullets at you and if one hits you then that's a bad thing. So, instead try the 'Riglar-I'm-a-bit-of-a-coward' way around the problem. Jump up onto the platforms and run along the ledge to the right. Watch out as some of the sections of this level disappear so don't stay still too long in any one place. Keep running on this ledge until you reach the torch. Grab it and wait. In a short while, the baddie will appear and walk below you to the left. Remember that because you are above him, his bullets can't hit you. As soon as he reaches the far left hand side of the screen, drop back down to the lower level (by simply falling through the hole) and grab the whip.

Before the critter has a chance to turn around and shoot at you, make Indy crack the whip knocking the bloke to the floor. Then again, if you really can't be bothered using the whip, why not simply turn on your heels and leg it off down the tunnel in the other direction.

Keep running until you come across another guy legging it around with a pistol. Keep down on your knees until the

# DIRTY TRICKS DEPT.




guy turns to move away and then try to hit him with the whip. If he remains out of reach then wait until he turns once more and moves towards you and as soon as a break occurs in his attack, jump up and hit him where it hurts.

Rope tricks are next. When leaping from one to the other remember to position Indy at the bottom of the ropes otherwise when he takes his leap he'll hit his head on the roof of the cavern and fall into the fire. Likewise when Indy is in mid-air and heading for a nearby rope, keep your finger on either the 'up' or 'down' key or if you panic, both. This ensures that Indy will grab hold of the rope instead of just passing by and falling to his death. Har har.

Now this is where the fun really starts. Indy soon finds himself as far right as he can go and from here on the only way is up. Jump up onto the nearby rope and climb to the top. You should now be able to see ropes to the left of you. Don't be too eager and leap onto them straight away because shinnin' up and down them are the nasty guys. Instead you have to practice leaping from rope to rope whilst avoiding the blokes – remember that they climb nearly twice as fast as you can!

Make your way across the ropes to the top left hand side of the screen. If you survive, you should then find a passage way leading to the left. Guide Indy along this and watch out for the knife-throwing Indian geezer at the end. He can either be knocked out using the whip or much more simpler is to simply duck every time he lobs a knife and when the coast is clear, drop down the nearby hole and onto the ledge below. Keep dropping down the ledges until you reach a rope to your right and yet another Indian. Use the same tactics to avoid him as described earlier in the tips, ie hide on the rope and once he's chucked a knife, shin down to safety.





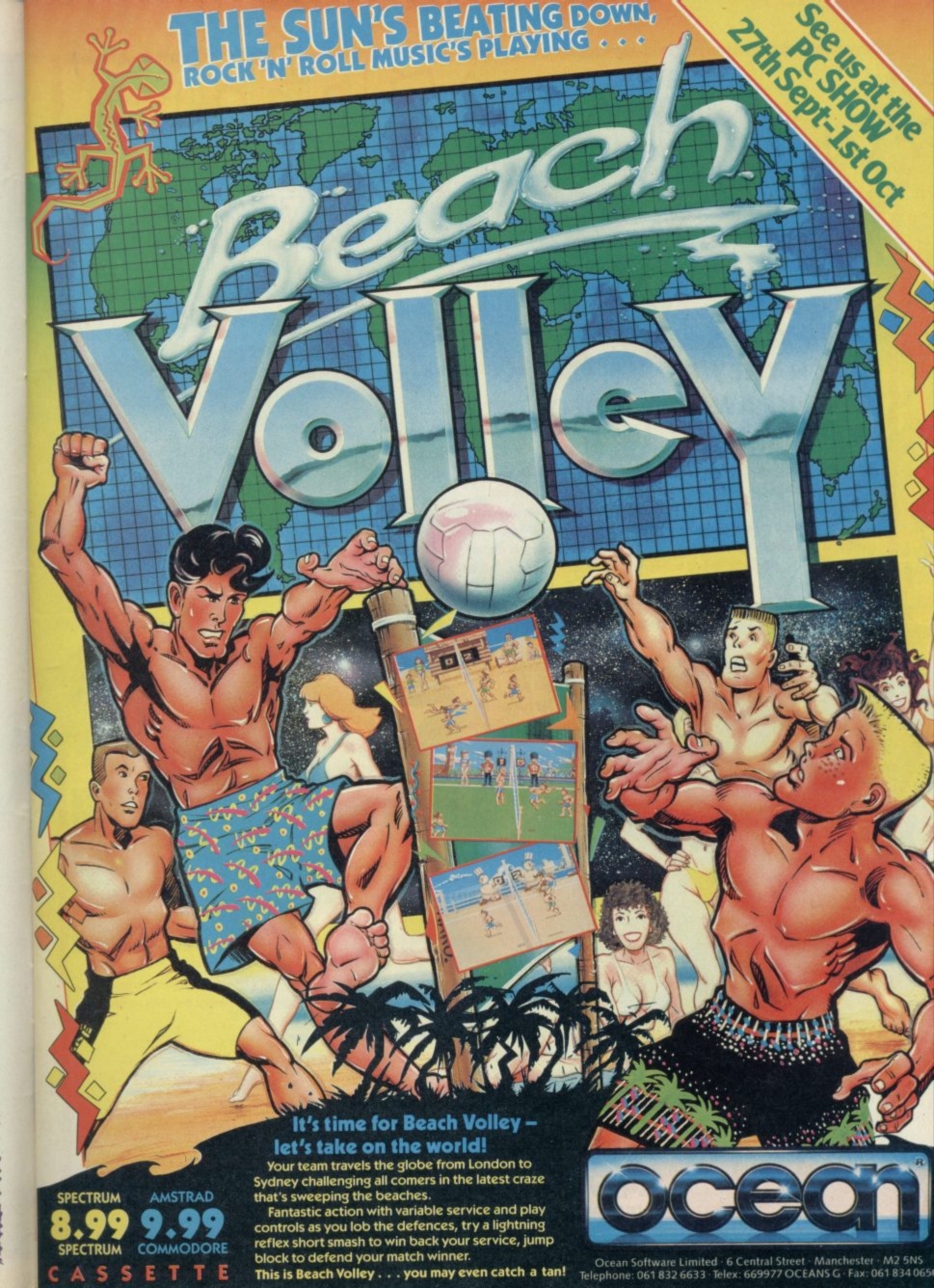
Drop off the rope and trog along the passage way to the left. Walk up the slight step being careful to avoid walking into any stray bullets – because further along the tunnel there is yet another gun tooting guy who will need to be disposed of with your whip or fists. Once he's dead, you can continue along the passage and within a few seconds you should catch a glimpse of the cross of coronado. However, despite the fact that there is a whopping great rope right below it, you'll find that no matter how hard Indy tries he'll be unable to reach the cross as yet. So, run along the passage further and then climb up the rope. Walk across the disappearing platform, shoot or hit the critter at the bottom of the following steps and then climb up the next rope.

At the top of this rope there is another torch. Grab it to rekindle the light in the mine. There will also be a rope to your right. Don't jump on it yet as there is a guy climbing up and down. This bloke climbs a lot slower than the previous ones we've encountered. So when he starts to climb up jump on the rope behind him and then climb at full pelt. Because he climbs at the same speed as you, you'll be neck and neck. The tricky bit comes when you both reach the top and he starts to climb back down. When this happens, leap across to the nearby ledge on your left and wait.

Once the man has climbed down, jump back onto the rope and across to the right onto the ledge there. This is another passage and contains yet another gunman, so be prepared to duck and fight it out when necessary.

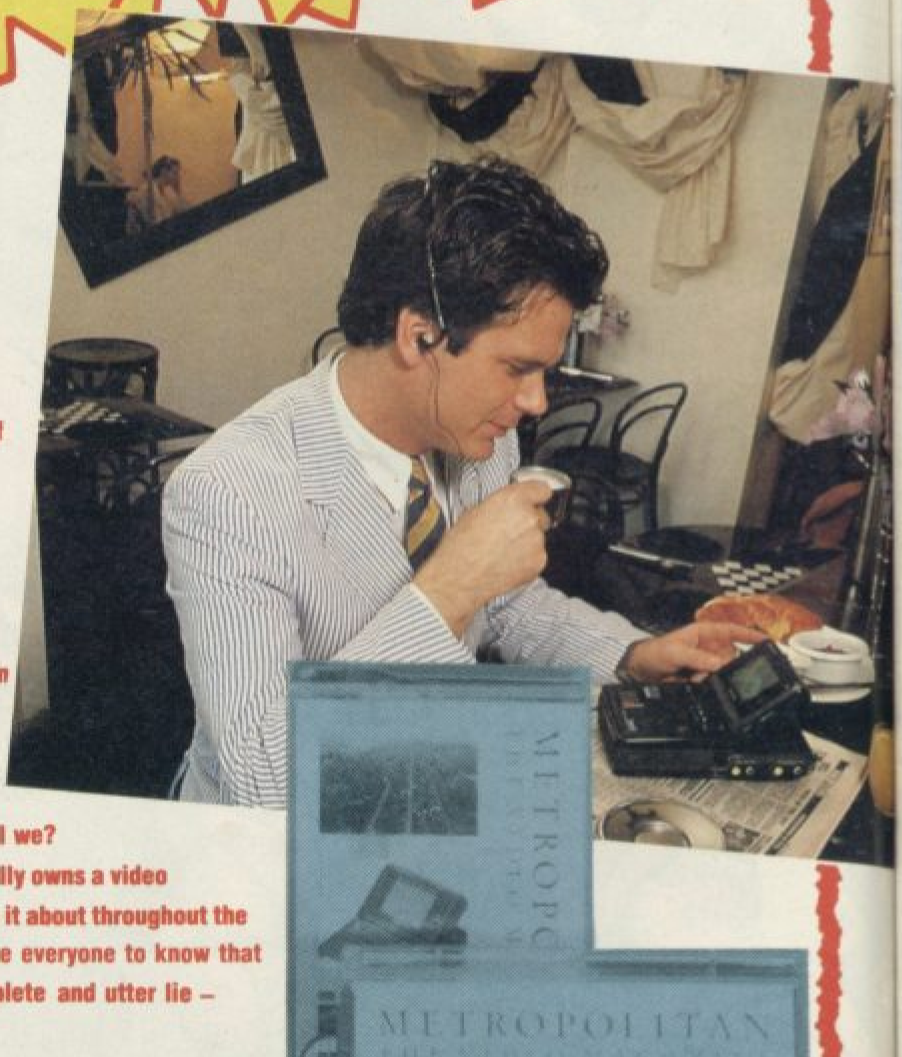



As you walk through this passageway, you'll have to step down to a couple of lower levels – it is tempting to continue walking onwards to the right and onto what you probably think is another, yet unseen, ledge but in actual fact the next ledge is further to the right and you will have to jump across to it. If you simply carried on walking you would fall to your death. So, jump across to the next ledge and repeat the process to the ledge next door. On your far right you should now see a rope, so jump on and climb down until you reach a platform at the bottom. From here you can drop down to the left and pick up the cross. Now, jump onto the nearby rope and climb back up until you get right back to the part where the enemy chappie is climbing up and down on the rope.


THE SUN'S BEATING DOWN,
ROCK 'N' ROLL MUSIC'S PLAYING . . .
See us at the PC SHOW 27th Sept-1st Oct
Beach Volley
It's time for Beach Volley – let's take on the world!
Your team travels the globe from London to Sydney challenging all comers in the latest craze that's sweeping the beaches.
Fantastic action with variable service and play controls as you lob the defences, try a lightning reflex short smash to win back your service, jump block to defend your match winner.
This is Beach Volley . . . you may even catch a tan!
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# WIN A VIDEO WALKMAN!

## US GOLD LOVE YOU SO MUCH THEY'RE GIVING AWAY A VIDEO WALKMAN!




**SU compos just get better and better as the months fly by. I mean, look at this ruddy great great stonker of a prizette we're just chucking away this month. We just don't care do we readers? Expensive toys and gadgets? – we're fair giving 'em away missus. £800 worth of electronic oojamaflip? – go on, have it, it's yours for nowt. Money just means nothing to us . . . especially when it belongs to US Gold (haw haw haw – all the SU staff).**

**Those fabby folks at USG have decided to celebrate the launch of their latest game,** Strider, **by offering SU readers the chance to snatch up a Sony Video Walkman (hurrah – every lad and lass across the land). If you can't spot the connection between the game and the prize, we'll tell you shall we? You see, that** Strider **lad actually owns a video walkman and he thrusts it about throughout the game . . . (I'd like everyone to know that this is a complete and utter lie – Jim).**

**Anyway, this prize is well rad. Just think if you won it, no-one you know would have one, so you'd be able to ponce around the playground waving it in your mates' faces saying, "I've got a new gadget and you can't even look at it, so go 'way – naaah!!" Brilliant stuff eh, well worth entering we think. In fact, when USG's PR slapper, Danielle brings it in the office we might just beat her up and keep it for ourselves. So answer the piffly questions below and send your coupon off before it's too late.**






1 Who sung that blast from the past 'Video killed the radio star'. Was it: a) Michael Jackson b) Buggles c) Bros

2 Complete the following phrase. Take it ............ a) to the zoo b) to the grocers c) in your stride

3 Which of the following is another word for trousers. Is it: a) Y-fronts b) Pyjamas C) Strides

Name ........................................

Address ........................................

........................................

1) ..............................

2) ..............................

3) ..............................

Send to "SU, a great stride for mankind", 14 Holkham Road, Orton, Peterborough PE2 0UF. Entries in before October 31st.

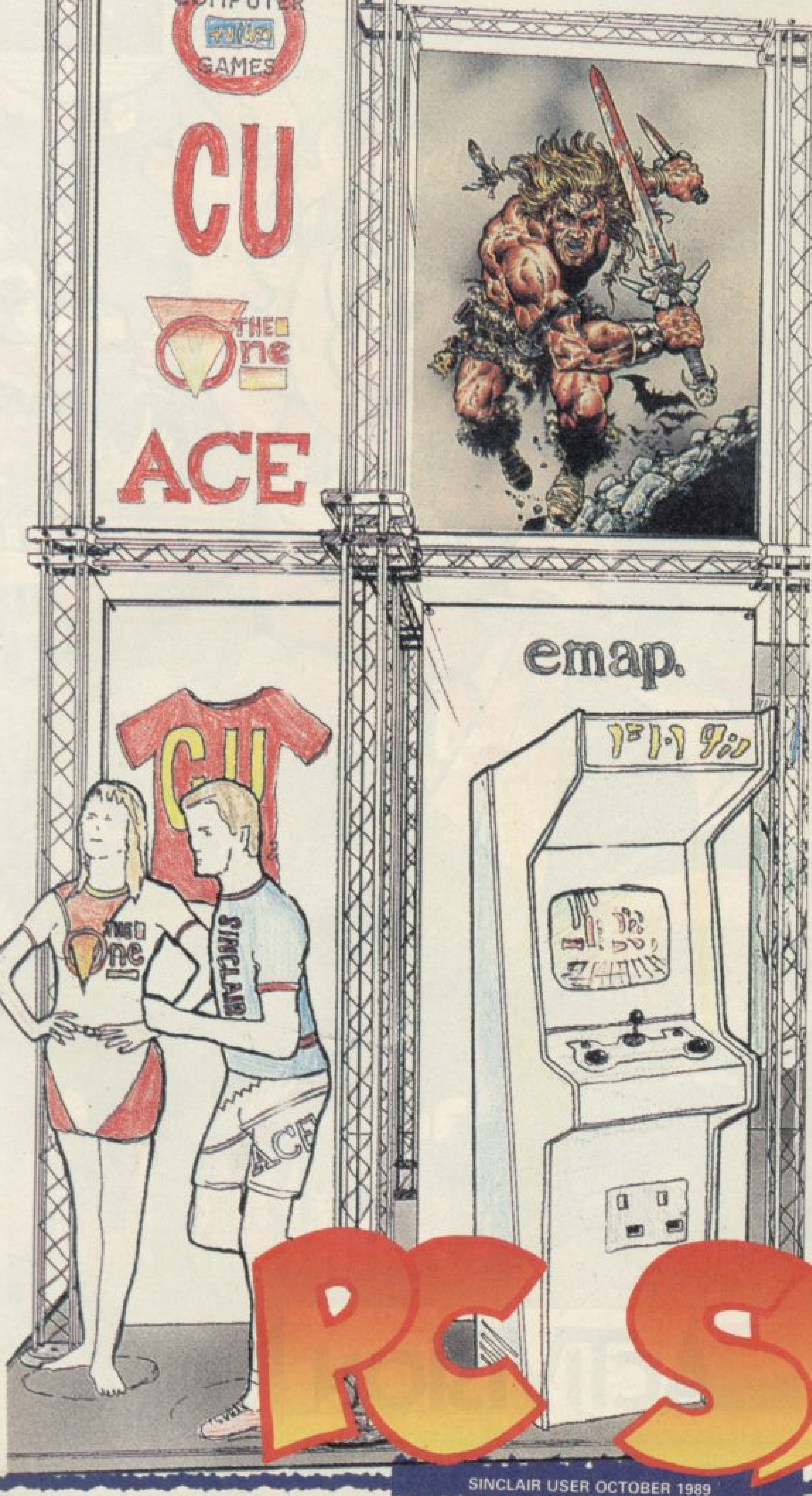
### Rules:

No employees or relatives of employees of EMAP or US Gold are eligible for entry. The competition closes on October 31st. The Editor's decision is absolute and final. No correspondence will be entered into. Entry to this competition signifies understanding and acceptance of these rules.

# PC SHOW




**T**he **Personal Computer Show!** The biggest conglomeration of computer software and hardware of the year. The place all the manufacturers and software houses go to show off their latest wares. The largest number of people dancing about in silly costumes you'll see outside a folk music festival. If you're interested in games, computer graphics, micro music, heavy heavy programming or serious applications like word processing, databases and spreadsheets, this is the place to be – and we can arrange for you to get in cheap!




## IT'S A RUDDY GIVEAWAY

Yes – in our generosity, SU can offer you money off the normal price of admission to this year's **PC Show.** If you were an ordinary person – say, someone who read the Sunday Sport or the Kowloon Gazette – you'd have to pay £3.50. But because you're the special sort of person who reads SU you can save 50p on the admission price; that makes it £3.00 (well, we didn't say you have to be good at maths).

All you have to do is cut out the coupon and present it with your cash when you turn up at the Show. You can only use one coupon towards the cost of each ticket, and you must bring the original coupon – not photocopies or hand-drawn versions in green crayon.

But why, you may ask, should I want to go to the **Personal Computer Show**? We've thought up a few extra incentives on top of all the software houses showing their latest goodies and boasting about their movie licences. Get along to the EMAP stand, number 3435, and you'll meet the wonderful SU staff – manly Jim, poutaceous Alison, macho Tim, new chappy Gareth and a few other hangers-on. You can TALK to them! You can LOOK at them! You can even TOUCH them (within reason). You can even beg them to sell you an exclusive SU T-shirt, a badge,

SINCLAIR USER PC SHOW VOUCHER SINCLAIR USER PC SHOW VOUCHER SINCLAIR USER PC SHOW

SINCLAIR user

Presentation of this voucher on the door entitles you to:

**50p off**

the price of admission.

or one of the other goodies from Lord EMAP's box of promotional items. There'll even be staff from EMAP's other computer mags, if you're really interested . . .

## WIN SOME HYPER GOODIES WITH US GOLD

But you want something for nothing, don't you? Well we've got it. What do you think the SU/US Gold **Hypercard** on the cover of this month's magazine is for? Just bring it along to the EMAP stand and insert it in our gigantic electronic brain machine. Type in the secret code number and the brain will burble, smoke, flash on and off, ponder, and then tell you whether you've won a fantastic prize! You could win a Spectrum Plus 3, and Indiana Jones' leather jacket from US Gold, a dip into the US Gold software treasure chest, or one of the dozens of other prizes.

## GET YOUR PHOTO TAKEN BY HORRID CHRIS

But that's not all. If you have an eagle eye you might just spot hunky, talented SU cameraman Chris Jenkins at the Show. IF YOU'RE CARRYING A COPY OF SU UNDER YOUR ARM, you can approach him and say the magic words – "Pleez pleez take my photo for SU Mr Jenkins!" If you can produce your copy of SU he'll take your mugshot, and your name and address. We'll gather all the photos together after the show and after we've had a good laugh we'll publish the zaniest, and if it's YOU, you win a fab prize! JUST REMEMBER – NO SU, NO PHOTO!

## BUS IT, TUBE IT, GET ON YER BIKE

So where's all the action, then, you ask? This year's **Personal Computer Show** is open to the public on Saturday 30th September and 1st October, doors open at 10 am and the venue is the Earl's Court Exhibition Centre in London. The nearest tube is Earl's Court, logically enough, which is on the Piccadilly and District Underground lines. There are also regular bus services, and the venue is signposted if you're coming from outside London.






U.S. GOLD PC SHOW SINCLAIR user

**HYPERCARD**

GO TO STAND 3435 TO WIN A MENTAL LOAD OF GEAR!

YOUR NUMBER:

# SPECIAL!



ALL FIR
RUN THE GAUNTLET
"... apart from technical excellence, it's the sheer range of playable sections that makes Run the Gauntlet one of the best multi-event games ..." CRASH.
© CREATIVE ACTION
RAMBO III ™
"the graphics are of a high quality throughout ... equally impressive is the music ... Rambo III delivers fast action entertainment." COMPUTER GAMES WEEK.
TM & © 1988 CAROLCO PICTURES INC. ALL RIGHTS RESERVED.
BAD DUDES VS. DRAGONNINJA
"Dragonninja is fun to play ... well implemented and extremely addictive." ACE MAGAZINE
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PLAYFUL IN
AND READY
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DRAGONNINJA
SPEC 8.95
AMS 9.95 COMM
ROBOCOP
SPEC/AMS 9.99 COMM
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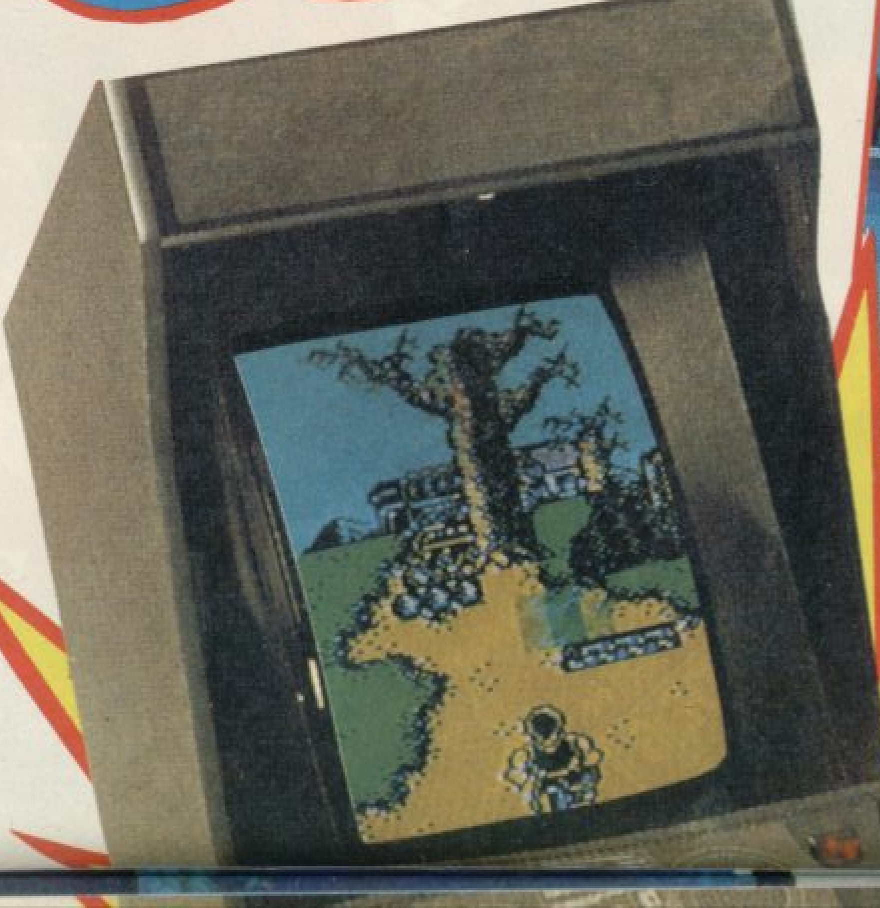
ED UP...
See us at the PC SHOW 27th Sept-1st Oct
THE NEWZEALAND STORY
"Irresistible ... an arcade–perfect conversion" ZZAP SIZZLER – ZZAP 64. "A superb game in every respect. C+VG HIT – C+VG.
© TAITO CORP
RED HEAT
"Furious addictive action- Red Heat is well worth spending some time on." CRASH.
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ROBOCOP
"This is definitely the best film tie-in to date, and is an utterly superb game in its own right – don't miss it." C+VG GAME OF THE MONTH – C+VG.
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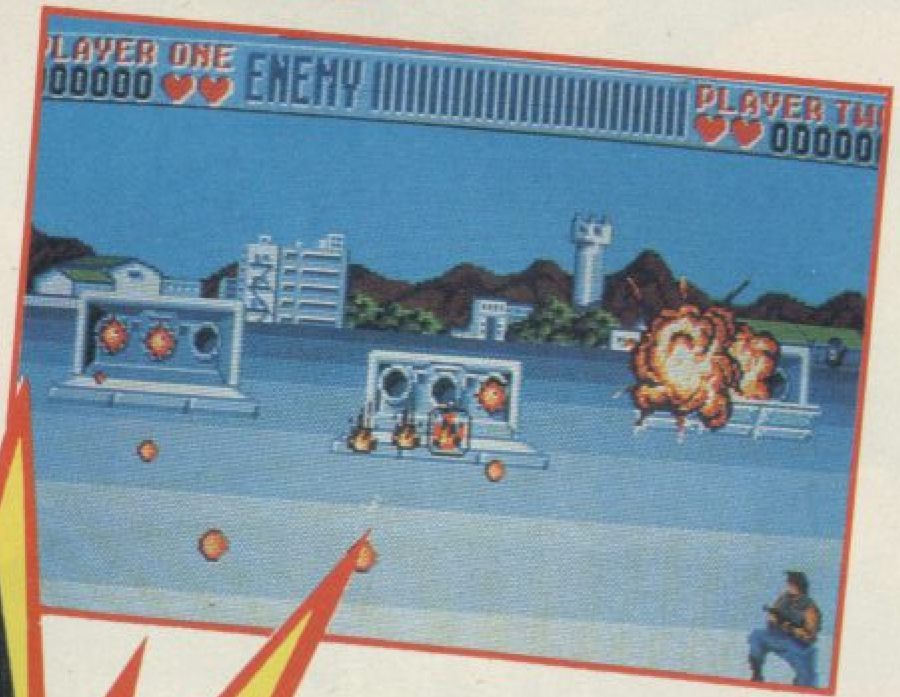
# WIN A CABAL COIN-OP!

Ocean Software, purveyors of fine quality software since the dawn of time, have given us a rather fine piece of modern technology to give away. Technically described as a Cabal Coin-Op, the layman may well recognise it by its common description: A Corking Piece of Kit.

Take, if you will, a few moments to survey the fantastic glory of this item and envisage it sitting in the corner of your bedroom, offering weeks and weeks of pleasure. And all for nothing. Not bad eh?

Cabal – The Spectrum Version is featured on this month's Megatape and follows a similar style of storyline as Op Wolf, the Ocean combat classic from last year. This time you take the role of a soldier of fortune, sent on a number of deadly missions that no sane man would attempt. But if the money's right . . .

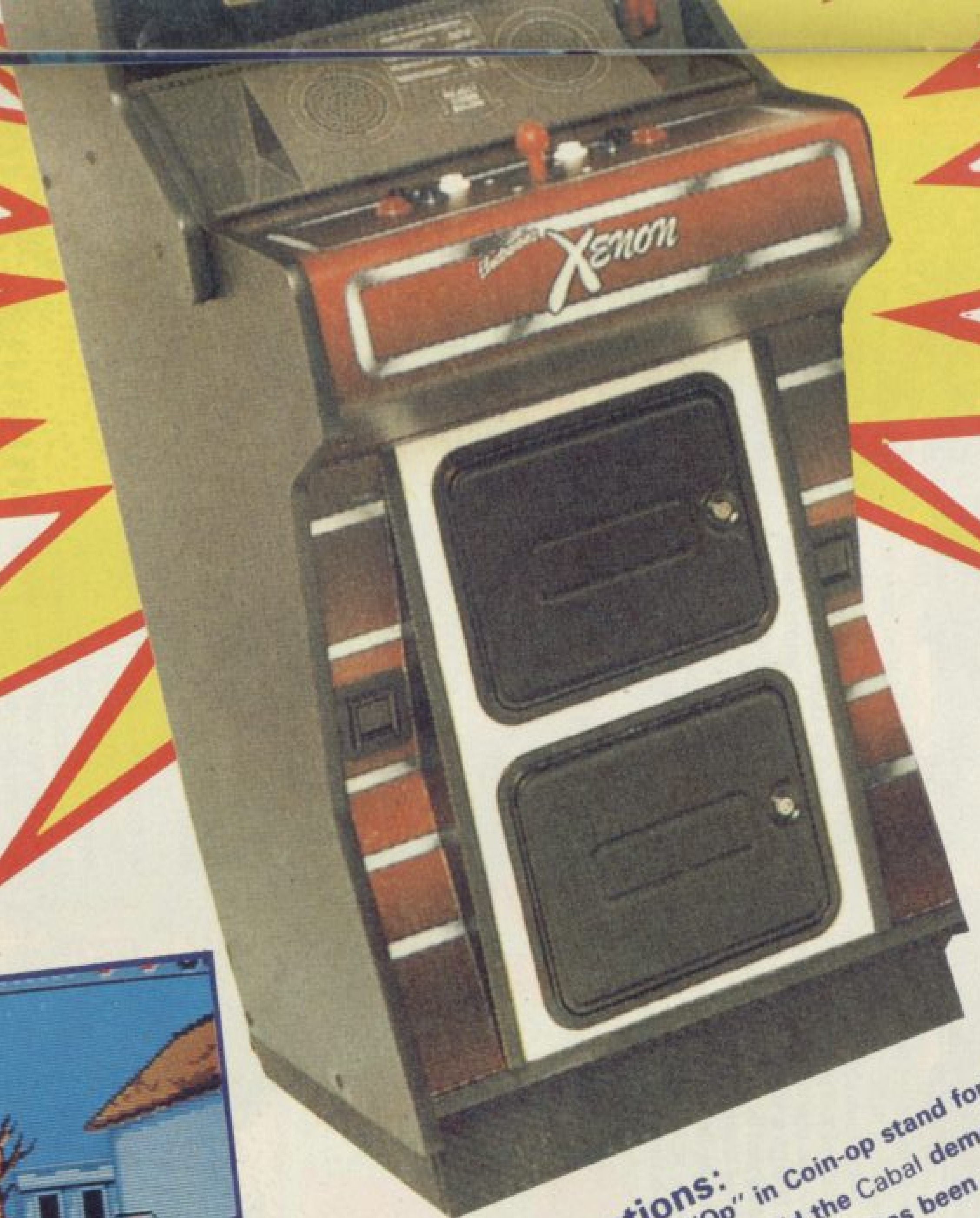





The most important thing to know about Cabal is that it certainly isn't designed for the faint-hearted weed.

There's a lot of shooting to be done and it ain't gonna be pretty.

If you reckon you're tough enough, answer the questions on the coupon provided and send it to "Yes, I wouldn't mind taking a couple of thousand pounds worth of machinery off your hands, actually", Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF.




**Rules:**
No employees or relatives of emplyees of EMAP or Ocean are eligible for entry. The competition closes on October 31st. The Editor's decision is absolute and final. No correspondence will be entered into. Entry to this competition signifies understanding and acceptance of these rules.



## The Questions:

1) What does the "Op" in Coin-op stand for?
2) On which Megatape did the Cabal demo from Ocean appear?
3) Name the Ocean game that has been sitting at the top of the charts for ages

## The Coupon

Name..........

Address..........

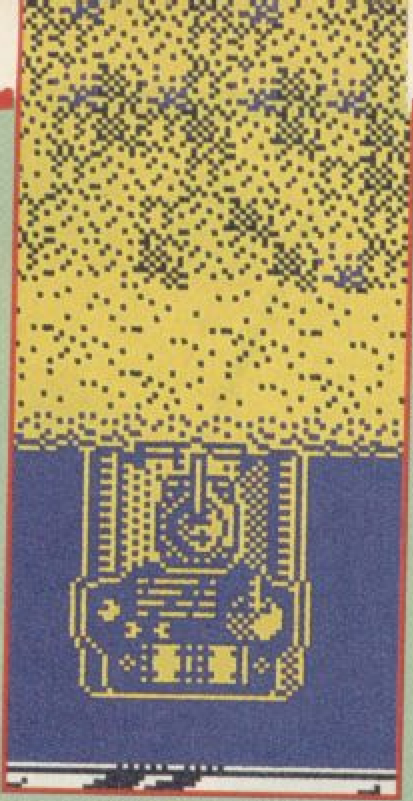
..........

1) ..........

2) ..........

3) ..........

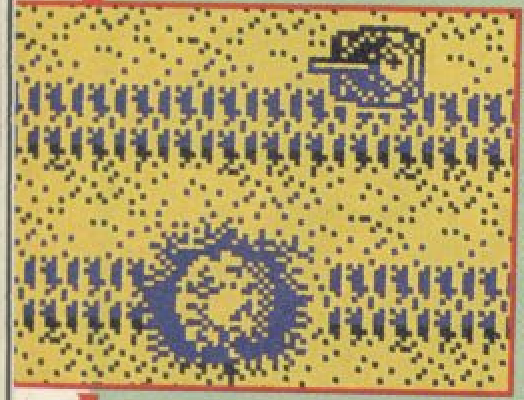
# GAMES REVIEW!






# SUPER TANK SIMULATOR

**Well knock me down with a neutrino – it's a Code Masters Game not written by the Darling Bros or the Oliver Twins. No, no, no, indeed, sir – the authors of this particular offerette go by the tax dodge of Optimus Software.**



**I like** Super Tank Sim. **If it was a wine, poncy types would be calling it, "rough, but full bodied with a vigorous top end,"... but of course it isn't. If it was a car,** Tank Sim **would be a C Reg Nissan Micra. If it was a cup of tea, it would be Typhoo One Cup. If it were a fruit gum, it would be black. If it were a computer game, it is highly likely that anyone forking out £2.99 on the jobbie would get their moneys' worth and more.**

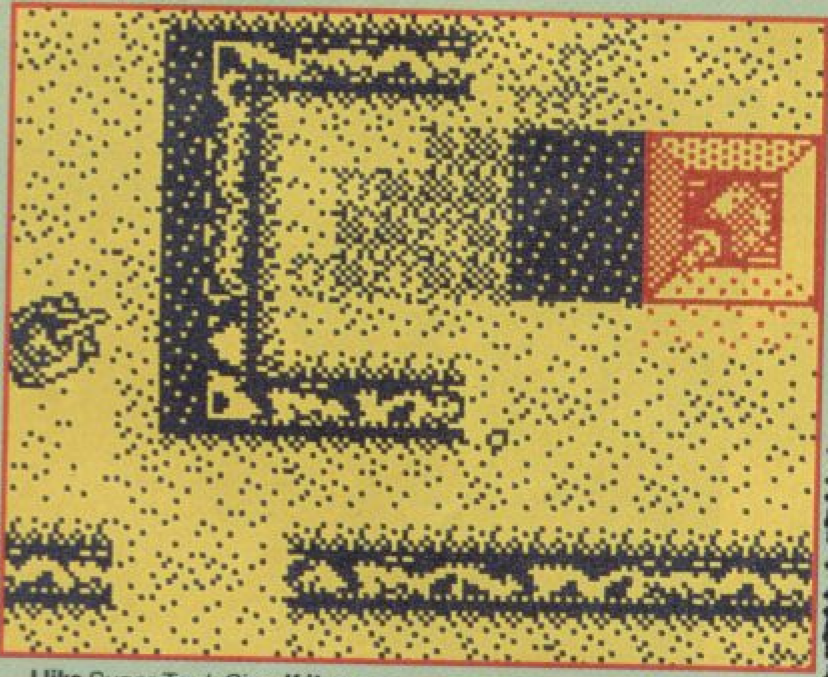
**Super Tank starts off being a version of one player** Tank Pong, **with you controlling a tank, driving it through a maze, trying to avoid being shot by the emplacements and enemy tanks. I say** Tank Pong **because the shots bounce off the walls, so quite often, if you are of the devious sort, you can wait around corners and blast away at little risk to yourself.**

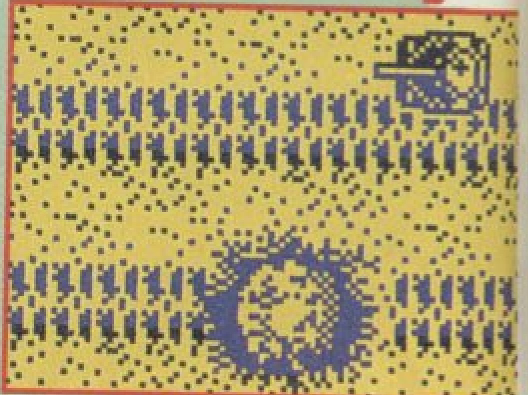
**The maze in which the action takes place is about a screen and a half wide (scrolling left/right when you reach a boundary) and scrolls up the screen as you move through it.**

**The emplacements and tanks aren't that clever and behave the same way all the time – but it still takes quite a bit of time to find the right route through the level and the right way to reach the end without losing any of your three lives... although the shield icon that you pick up just before you reach the last bit is a welcome assistance.**

**When you reach the end, unexpectedly the action changes to an** Op Wolf **kind of perspective with you having to shoot down Harrier Jets, Jeeps and other military paraphanalia. If you survive this, it's on to another maze level and so on.**

**With an alleged five levels,** Tank Sim **will probably keep you going for a few wet afternoons – it's nothing radically new, but very competently programmed, quite a laff, and well worth the minor expenditure if you are looking for something a bit different from the run of the mill, "disengage frontal lobes" thrash■**







ARCADE REVIEW

## FAX BOX

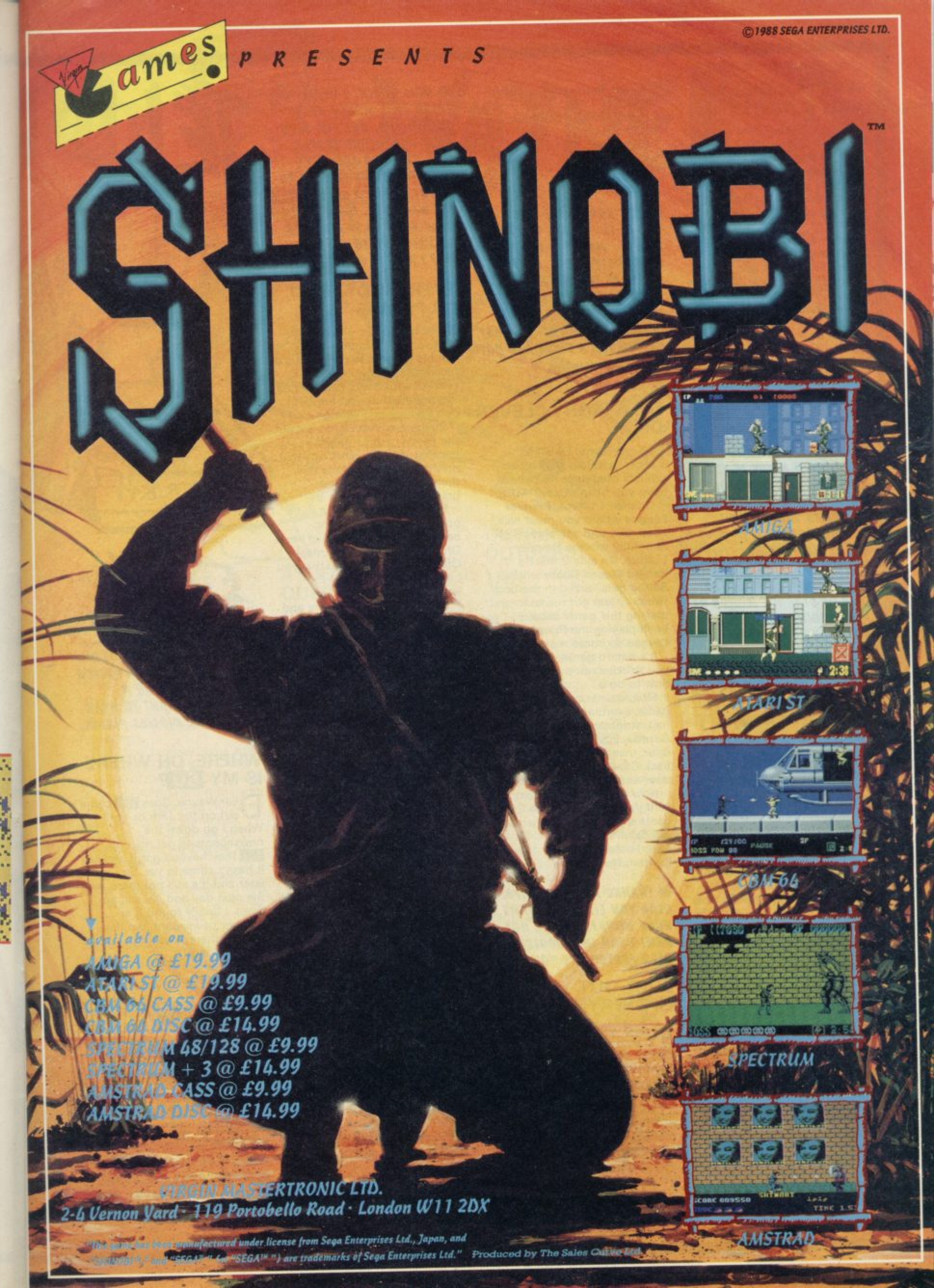
***SUPER TANK*** *Label:* ***Codemasters*** *Author:* ***Optimus Software*** *Price:* ***£2.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

| GRAPHICS | SOUND |
|---|---|
| 78 | 60 |
| 80 | 68 |
| PLAYABILITY | LAST ABILITY |

***Above average re-hash of good game.***

Reviewer: John Cook

OVERALL **77**


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Virgin Games
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## WAYNE, I DISLIKE YOU SLIGHTLY

Dear Wayne, There comes a time when some people need to sod off. Do you understand Wayne? There's a £50 note in this letter, so take it and go and get that bear back or I may take a peep at Y*** S*******.

Anyway, my Dad said if you don't print this he'll kill me for taking his stamps and writing paper. So print this, I'm on my knees. The mag is well bad.

**Simon Curwood**
**Notts**

PS Which mental hospital is kami in and how is he, 'cos I'm going to get him out, so there.
PPS Go and play on the motorway Wayne.
PPPS Get lost Wayne.

● *GOSH, YOU REALLY ARE A ONE. THANKS FOR THE CASH, BUT I DON'T KNOW IF YOU REALISED, IT'S MONOPOLY MONEY AND I'VE BEEN INFORMED THAT I CAN'T ACTUALLY SPEND IT – WHAT A SHAME. THE BEAR IS STILL IN HIDING AND WHEN I TRIED TO CONTACT HIM HE SHOUTED LOTS OF STRANGE WORDS AT ME – I THINK THEY MAY HAVE BEEN FOREIGN. I DON'T THINK IT WOULD BE ADVISABLE FOR ME TO PLAY ON A MOTORWAY AS I MAY GET RUN OVER (REMEMBER READERS, THE PARK IS MUCH SAFER).*

## I AM A REGULAR READER – NER NER

Dear Wayne Smedley, I am a regular reader and have written to you a few times but my letter hasn't been printed. But I am not angey since I know thousands of letters are sent to you but please print this.

We are into the summer hols so I am hoping to buy loads of games. I have a Saturday job which earns me £15 per week. I want desperately to buy **Arcade Muscle.** I loved Megatape 15 with **Premier League** and have a great tip.

When it loads the football pitch will appear, wait a bit until it goes and then a questionnaire appears. When it says skill level, press a letter on the keyboard and the program should be broken into, go down to line 175 and change your money to whatever you want.

Also these are my top ten games:
1 **Robocop**
2 **Karnov**
3 **Op Wolf**
4 **Run the Gauntlet**
5 **Target Renegade** (top score 1006500)
6 **Human Killing Machine**
7 **ATV Sim**
8 **Infiltrator**
9 **Renegade 3**
10 **Typhoon**

● *YOU ADDRESSED YOU LETTER TO "WAYNE YOU ARE A DIVVY". JIM SAYS THAT OBVIOUSLY "YOU" ARE THE DIVVY AS YOU DIDN'T PUT YOUR NAME ON THE LETTER. I WOULD LIKE TO MAKE IT CLEAR THAT IT WAS JIM THAT CALLED YOU A DIVVY AND NOT ME (cringe crawl)*

## I'M A RIGHT CLEVER DICK

Dear Wayne, I wish to congratulate SU on a brilliant Megatape 15 (where have you been matey? – JD).

On side 1 there's **Premier League** where you must pick, chop, buy and sell players to hopefully win the Premier League. On side 2 there's **Behind Closed Doors** where Balrog gets locked in the bog. I've only just got round to playing this game because I've been playing the **Premier League** for three months.

It's a hard game, but for all you thickies out there here's how to do it.

First, stand up then pull pants, examine right wall, get nail, strighten nail, unfold Gazette, push Gazette under door, insert nail in keyhole, pull back Gazette, get key, unlock door and then it's freedom.

Now that wasn't so hard, was it? If you get bored with this game try typing in some rude words.

**Glen Foster**
**Carlton, Notts**

● *THANKS FOR YOUR TIPS, GLAD YOU LIKED THE GAME, RUDE WORDS? YOU'RE NOT KAMI BEAR IN DISGUISE AS GLEN FOSTER ARE YOU?*

## SORT OUT YOUR LIFE WAYNE

What' going on Wayne. Get yourself some decent clothes and put some good posters on your wall, instead of Kylie and the other rubbish you have on the wall.

I know, why not put SOME good posters up like the ones that SU gives away. They are the best anyone could get, so don't be a brainless pratt and get a move on.

**Gavin Richard**
**Chard, Somerset**

● *WELL GAVIN, I REALLY DO THINK THAT WOULD BE A SUPER IDEA, BUT JIM SAYS ONLY IMPORTANT PEOPLE LIKE READERS CAN HAVE POSTERS, AND I'LL HAVE TO PAY £1.60 FOR A COPY OF SU IF I WANT ONE. PROBLEM IS, I ONLY EARN £1.27 A MONTH, SO I'LL HAVE TO SAVE UP – BUT I REALLY DON'T MIND.*

## EVERYBODY SHUT UP PLEASE

Please, please, please everyone, shut up about **Double Dragon.** We know that it has got rubbish graphics, rubbish sound etc. I am just as disappointed as you are but I don't whine and whinge.

By the way Wayne, do not put the pencil in your mouth because there is a rumour that only applies to Waynes that there is salmonella lead poisoning in them.

Please can I have that Kylie poster in the background because I am a great fan of hers. Oh and if you look at Smash Offer page you will find that you have put the names in the wrong places.

I have written six letters and not one has been printed, so please would you print this letter.

**Trevor Pritchard**
**Wirral, Merseyside**

● *JUST TO PROVE WHAT A NICE CHAP I AM I HAVE INDEED PRINTED YOUR LETTER. THANKS FOR THE SALMONELLA WARNING – TAKE NOT ALL YOU WAYNES OUT THERE. SORRY ABOUT THE MUCK UP ON THE SMASH OFFER PAGE I'LL TRY TO GET IT RIGHT NEXT TIME.*

## SPOT THE DIFFERENCE

Dear Wimpo Wayne, Are you by any chance related to softies Walter from 'The Beano'? There are one or two similarities:
The haircut
The nose
The glasses
The zits
The clothes etc etc.

Apart from the lack of the bear SU.

**Denise Mackie**
**Garthdee Aberdeen**

● *FUNNY YOU SHOULD SAY THAT, LOTS OF PEOPLE THINK I'M LIKE SOFTIE WALKER, BUT I COULD NEVER ASPIRE TO BE AS HUNKY AND HARD AS HIM*



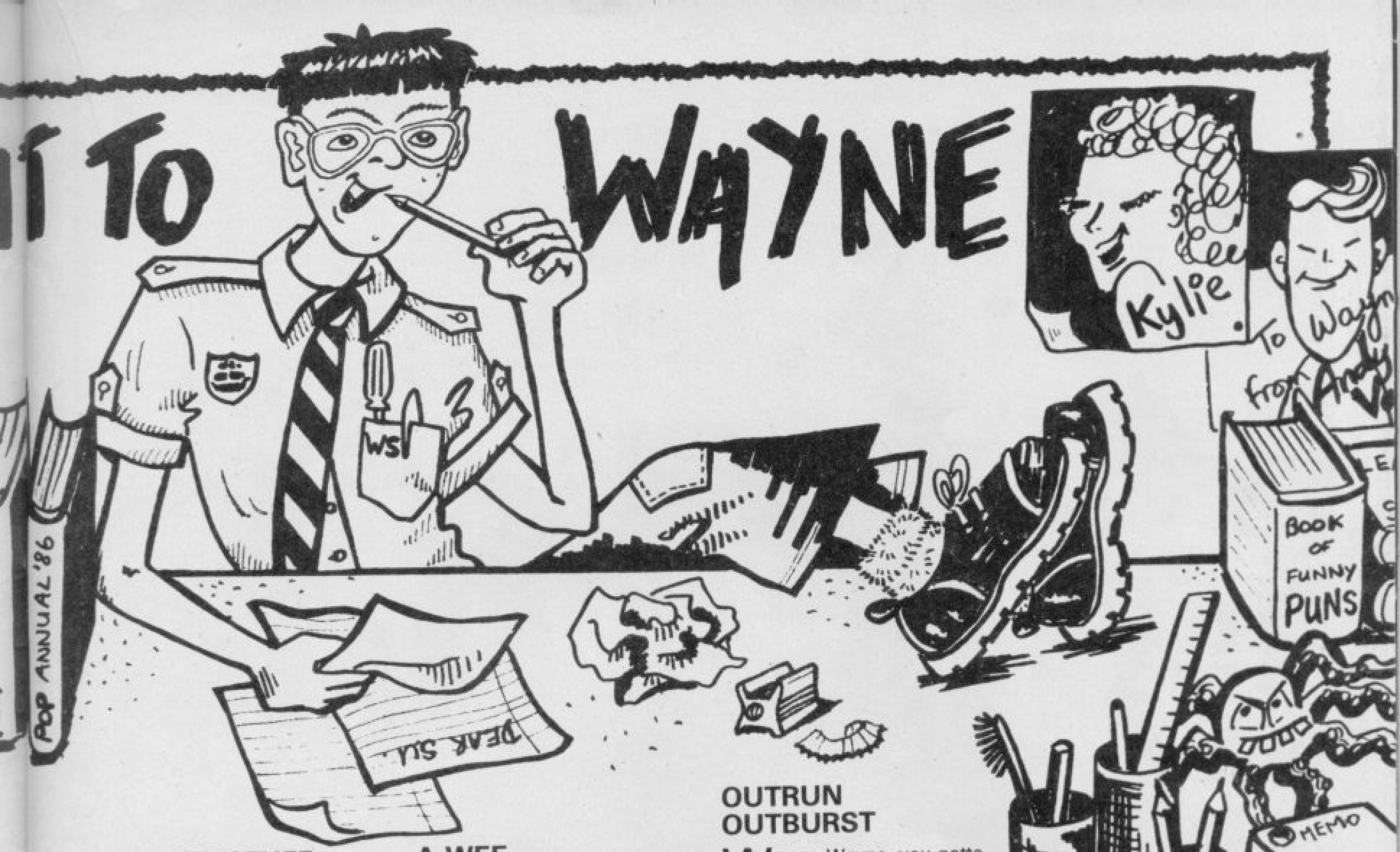

*– THANKS FOR THE COMPLIMENT THOUGH. IT'S NICE TO GET A LETTER FROM A GIRLIE READER FOR A CHANGE. WE WANT TO HEAR FROM MORE GIRLIES PLEASE.*

## WHERE, OH WHERE IS MY SU?

Dear Wayne, Does SU come out on the 18th or not? When I go down the newsagents to get my copy of SU they haven't got it and say it hasn't come in yet. So I go in later and it's still not there, and the next day and it's still not there. I finally found it at another newsagent two days later. Is there anything you can do about this?

**Glen Foster**
**Carlton, Notts**

● *YES GLEN, SU DOES INDEED ARRIVE IN THE SHOPS ON THE 18TH OF EVERY MONTH – ALWAYS. WE SUGGEST YOU ASK YOUR NEWSAGENT TO SORT THIS PROBLEM OUT FOR YOU. IT IS UP TO HIM TO HAVE THE COPIES THERE ON TIME. BETTER STILL, WHY DON'T YOU SUBSCRIBE BY CALLING OUR PETERBOROUGH OFFICE ON (0858) 410510. THEY'LL BE MORE THAN HAPPY TO HELP.*




## TIP TOP STUFF

Dear Wayne, In the January 89 issue (brilliant mag!!!) you printed a small cheat for **Enduro Racer**. It was, of course, CAPS SHIFT +Q to take you through the first three levels. I thought that this was a little boring and slow, so I tried several different methods (none of them worked, except the following.)

As in the January issue start by pressing CAPS SHIFT +Q, then press SYMBOL SHIFT and let go of CAPS SHIFT (the game should now speed up: if not try again). Once the game has speeded up you can let go of the keys (save the fingers for later levels, eh??)

Another cheat for **Enduro Racer** appears on level 5. If you can keep to the right hand side of the screen (behind the trees) you can miss out all hazards along your way (don't worry about slowing down because you won't).

**Mark Murphy**
**Urmston, Mancs**
PS My current high score is 2724374.

● *THANK YOU FOR YOUR LOVELY TIPS MARK – GREATLY APPRECIATED. MY TIP FOR THIS MONTH IS ALWAYS WEAR CLEAN UNDERWEAR IN CASE YOU GET RUN OVER, IF ANY OTHER READERS HAVE FABBY TIPS, PLEASE SEND THEM IN TO ME AND I'LL PRINT THEM.*

## A WEE QUESTIONETTE

Dear SU, I am ashamed to admit that I haven't purchased your spectacularly fab and incredibly groovalishously neat mag for quite a long time, because our ZX48k stolen. Now, however, we have a +3 (disk drive! – Power to the masses – yeah!) and so I have resumed buying the froodyest, the hoopyest the one and only . . . Cr*sh – no, no, I was only kidding, I meant SUper, StUpendous, Sinclair User!

Anyway. You appear to have mislaid the lineage coupon on the classified ad pages, yet lineage appears – faithfully . . . even magically – every month! Could you purrr-lease inform me of how this amazing feat of light and hand, trom l'oil, objec d'art (???) is performed as I would like to submit some lineage to your WONDERFUL, FABAROONIE, SPONDISHOUSLY, CRUCIALLY, "ok" mag.

**Cerrie Wilkinson**
**Birkenhead, Wirral**

● *WELCOME BACK TO SU CERRIE, WE REALLY HAVE MISSED YOU. WE DO POP A LINEAGE COUPON IN THE CLASSIFIED ADS PAGE EVERY THREE OR FOUR MONTHS, SO I GUESS YOU CALL OUR LOVELY PEOPLE IN THE AD DEPT, OR WRITE IN TO US WITH YOUR AD – HOKEY DOKEY?*

## OUTRUN OUTBURST

Wayne, Wayne, you gotta help me (he says in a desperate kind of way). I need . . . information.

While reading the May 89 SU I came across a preview of **Outrun Europa**. So I read through and looked at the screen dumps and immediately thought, "this is a game I have to buy". The streetdate said July, and you're usually fairly accurate down at SU with release dates of games.

Ever since April18th I've rung my local computer store every week to check if if has come in. It's now the middle of August! The mad at the store said it wouldn't be in for a while. So come on Wayne, what's happening with this game? I'm going mad waiting for it to burst into my computer store. Please give me some info.

**Andrew Tooteil**
**Blackpool, Lancs**
PS I hope it's soon.
PPS Your mag is, without doubt, the BEST!!

● *I HATE TO BE THE ONE WITH THE NASTY NEWS BUT, NO, OUTRUN EUROPA IS NOT OUT YET. IT SEEMS US GOLD TOLD US A WEE FIBETTE ABOUT THE STREETDATE AND IT WON'T, IN FACT, BE OUT UNTIL EARLY NEXT YEAR – WHAT CAN I SAY, I'M SORRY (blub). I'LL COME ROUND SO YOU CAN GIVE ME A GOOD PUNCHING IF YOU LIEK, EVEN THOUGH IT ISN'T MY FAULT.*

## DON'T MESS WITH ME WAYNE

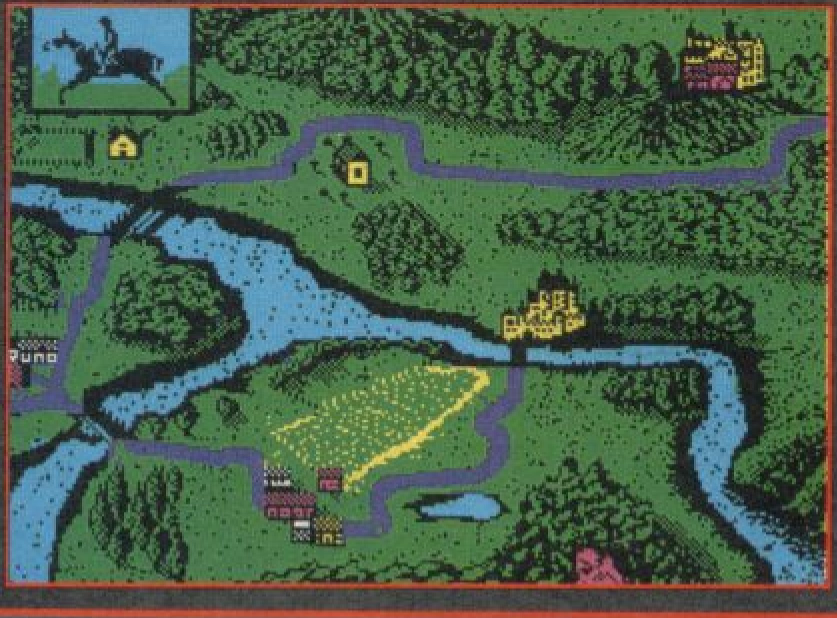
To Wayne Smedley, You may be the mortal admirer of the Princess Skeat, but I am the immortal god, higher even than the top people at EMAP (don't say that, we'll be in all sorts of trouble now with the important ones upstairs – Jim).

If you choose to meddle with me then you could find your head being replaced by your rear (or am I too late). You have been warned.

**Anonymous reader**
**Brighton**
PS It's difficult being a YS reader.

● *OH MY GOOD GIDDY AUNT, YOU'RE A BIT OF AN AGGRESSIVE LAD AREN'T YOU? I DON'T THINK I REALLY WANT TO UPSET YOU. OK THE PRINCESS IS YOURS, BUT DON'T BE SURPRISED IF SHE STARTS PINING FOR ME (screams of laughter from Alison's end of the office). BY THE WAY, NOT ONLY DID YOU FORGET TO GIVE US YOUR NAME, YOU MENTIONED THE DREADED 'Y' WORD – PLEASE DON'T EVER DO IT AGAIN.*

# GAMES REVIEW!




C'est formidable! That's the only way to describe the latest game to cross the channel and we have it hotfoot (or hotwing), all the way from la belle Paris courtesy of UBISOFT. In Ironlord, you take the role of a young French knight who, upon his triumphant return to his homeland after long crusades, finds that things are not quite the way he remembers them and a few changes have taken place. We're not talking a few Wimpey starter homes that have suddenly sprung up - Oh no siree! We're talking BIG family trouble. His father, has been deposed from the throne by none other than his crafty old uncle. This is a fairly serious state of affairs as it puts our poor hero right out of the family business.

It's all too much! All our hero's job opportunities are dashed and so he forms a plan of action based upon his current skills. He will raise an army from amongst the massed, unwashed ranks of the of the local surfs anddepose regain his former standing by giving him a goodgoing over.

And so the scene is set. The die is cast. The plot unfolds. (GET ON WITH IT! JD). To raise an army he must travel the kingdom and stir the locals into a fever of rage and honor as they rally to his cause.Unfortunately, the locals couldn't be stirred with a five foot teaspoon as they all have their own small problems and you must direct the knight's actions so as to gain their trust and respect by helping them in their particular needs.

IRONLORD unfolds as an adventure/strategy/arcade game and as you travel around the countryside, you will interact with key members of the various communities and from time to time get drawn into one of the four arcade sequences that consist of an archery contest, arm wrestling, gambling with dice and just having a jolly good fight.

Each of these sections is masterfully handled with fine graphics and plenty of colour (there's a novelty).

Although it's b een a long time in the making Ironlord has made the cross-channel trip successfully. We're just glad there weren't any sub-titles.

# IRON LORD








## ARCADE REVIEW — FAX BOX

**IRONLORD** Label: **UBISoft** Author: **In-house**
Price: **£8.95** Memory: **48/128K** Joystick : **various**

| GRAPHICS | SOUND |
|---|---|
| 80 | 75 |
| 80 | 79 |
| PLAYABILITY | LAST ABILITY |

*Excellent sweeping epic*

Reviewer: Garth Sumpter

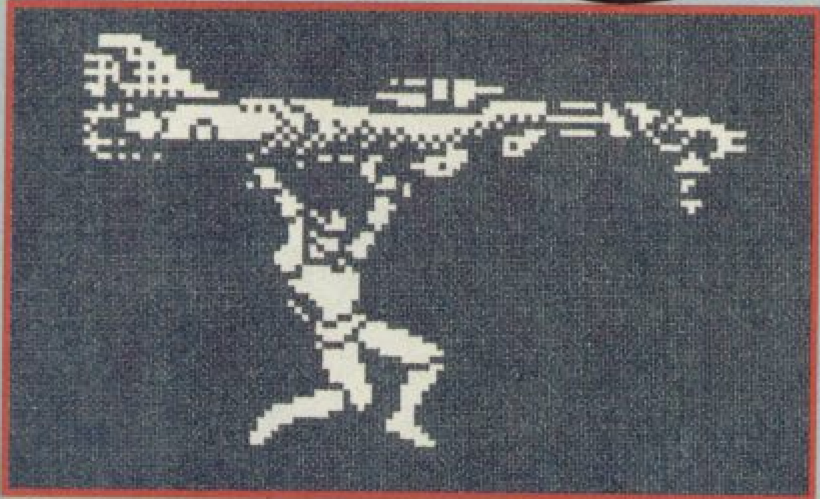
OVERALL **80**


Bloodwych

# STR

Remember Battle of the Planets, the cartoon show involving a lot of slightly over-thin heroes leaping around like nobody's business and doing battle with an ever more technical alien force? Fab.

Strider is like Battle of the Planets with all the naff bits taken






out. You've got a lot in common with the heroes of the telly show; the enemies you face would see most normal mortals through several underwear changes. There are huge mechanoid nightmares, fantastic robot warriors and bio-machines of horrifying oddity. And they all need their butts kicked.

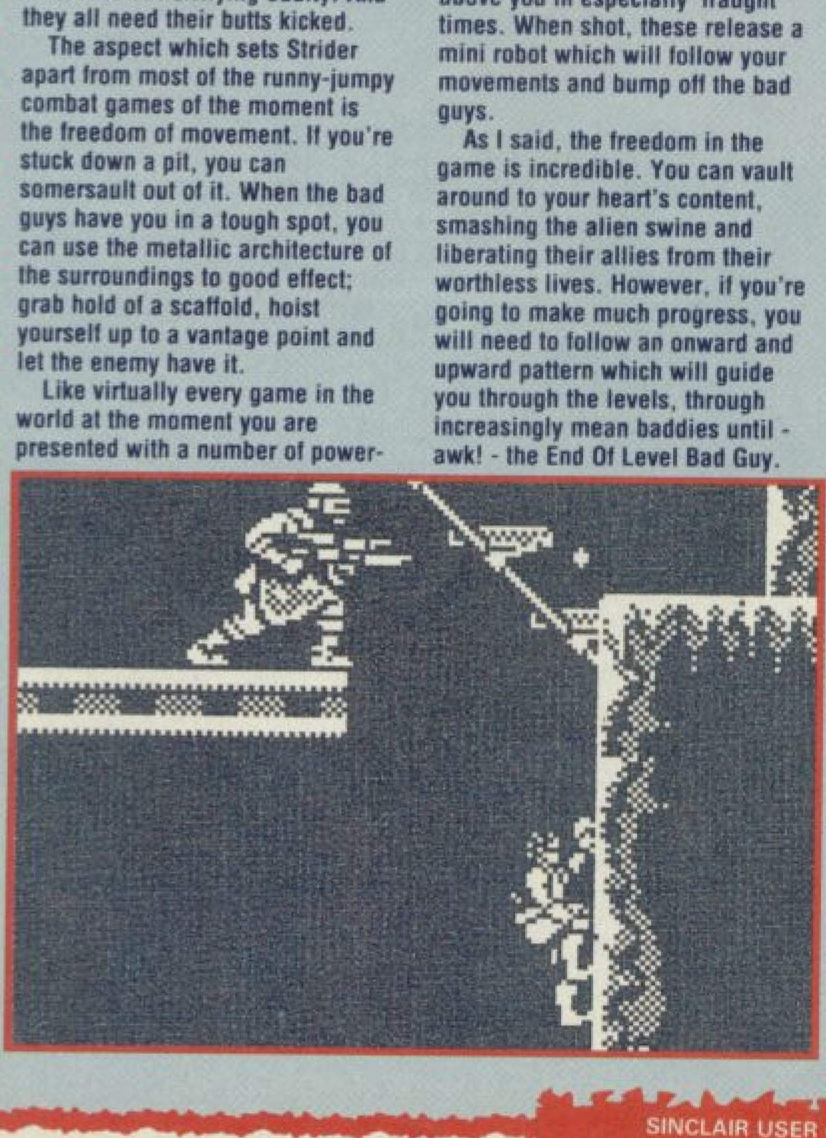
The aspect which sets Strider apart from most of the runny-jumpy combat games of the moment is the freedom of movement. If you're stuck down a pit, you can somersault out of it. When the bad guys have you in a tough spot, you can use the metallic architecture of the surroundings to good effect; grab hold of a scaffold, hoist yourself up to a vantage point and let the enemy have it.

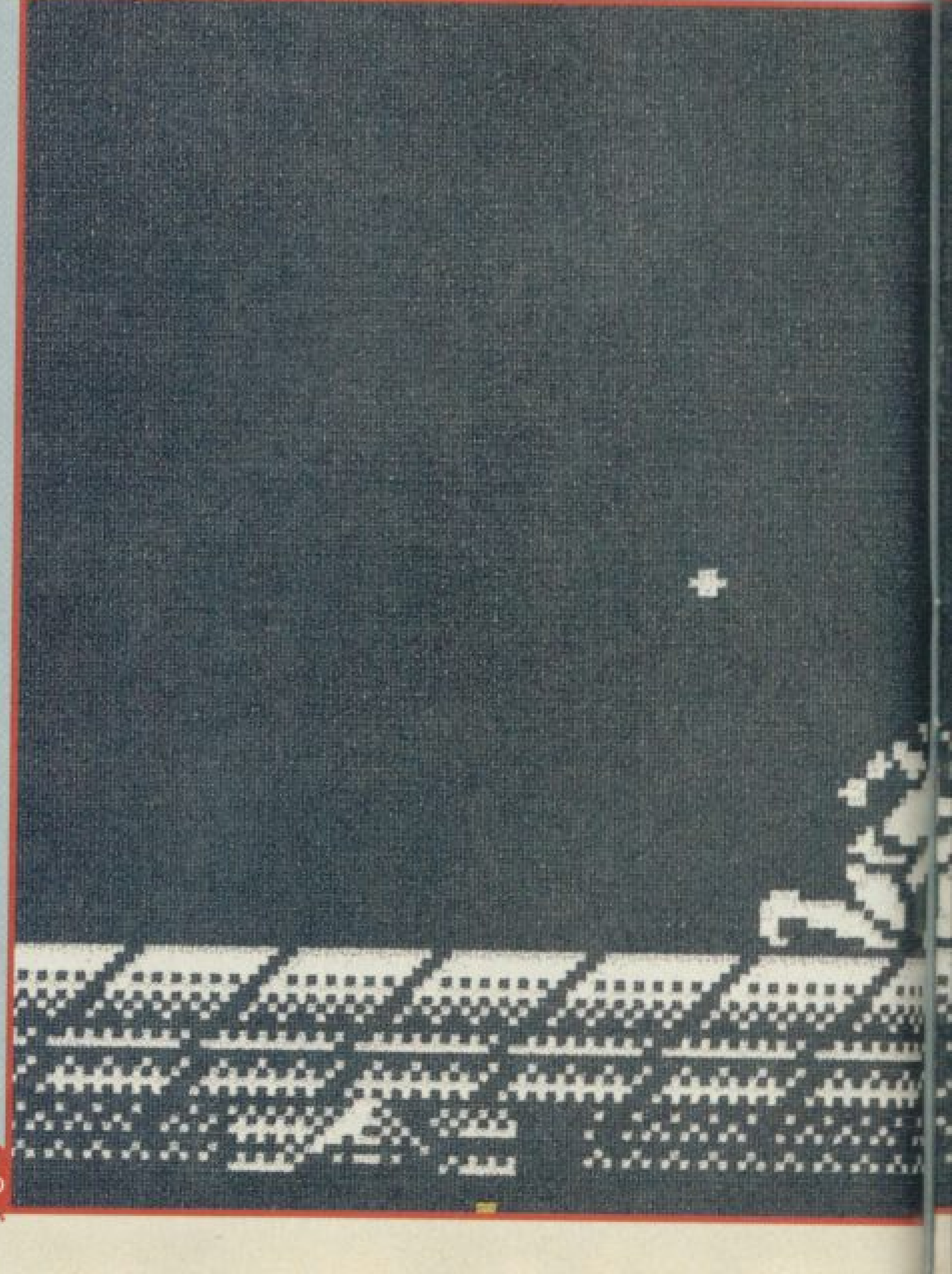
Like virtually every game in the world at the moment you are presented with a number of power-ups which will transform you from weedy (though valiant-hearted) soldier into a laser-powered nuclear killing machine with super sword power to boost your boomerang-a-laseraxe. There are also suppy droids which hover above you in especially fraught times. When shot, these release a mini robot which will follow your movements and bump off the bad guys.

As I said, the freedom in the game is incredible. You can vault around to your heart's content, smashing the alien swine and liberating their allies from their worthless lives. However, if you're going to make much progress, you will need to follow an onward and upward pattern which will guide you through the levels, through increasingly mean baddies until - awk! - the End Of Level Bad Guy.

Strider is a gem to watch. All the animations have been meticulously coded to look fab. No question of a dodgy conversion here. This is quality programming. The detail of the panels and features on the robots by far outweigh the lack of colour. There's a lot going on at once, too.

Can you instantly prioritize





GAMES REVIEW!

# IDER







whether it's more urgent to make a fatal impression on one of the advancing enemy droids, collect your servo-pack or find yourself some safe ground? If you can, you're a better combatant than me.

As you find yourself moving deeper into the game, as well as facing more and more bizarre enemies, the surroundings will become gradually more hostile. From clean steel walls, through barren wastelands to downright hostile, trap-ridden environments. There are crushing walls of fire, deadly laser pods and other nasty tricks the US Gold boys have put up their sleeves. The laser pods are my favourite. They stand guard over vital access tunnels, firing out slow moving tracking lasers. These continue in the direction which they were fired until they hit a surface. Then they bounce off at a vaguely predictable trajectory and continue until they either run out of steam, run off the screen or hit a soft object (you). Laser pods seem to take an absolute age to kill, so you'll have to negotiate a number of laser beams before you can dive down the chutes they protect.

The coders' smarts really come into their own when you're dealing with a number of aliens on the screen at once. Nothing slows down. The aliens follow their patterns and gradually sap your strength as you kangaroo around all over the place and everything rockets around at a hell of a lick.

The better you get, the tougher and bigger the aliens become. Thankfully, it's easy enough to get a fair way into the game before you meet a thoroughly tooled up baddy

So. We're talking a seriously blinding conversion of an ace arcade game. US Gold are pulling off a consistently high quality stream of conversions. It makes a welcome change from the iffy days of 4x4 Racing etc.

SINCLAIR USER CLASSIC



ARCADE REVIEW

## FAX BOX

**STRIDER** Label: **US Gold** Author: **Tiertex** Price: **£8.95** Memory: **48K/128K** Joystick: **Various**

| GRAPHICS | SOUND |
|---|---|
| 87 | 70 |
| 80 | 81 |
| PLAYABILITY | LAST ABILITY |

*A truly fine conversion. Excellent.*

Reviewer: Garth Sumpter

OVERALL **85**

10 20 30 40 50 60 70 80 90

SQUEEZING



OVER A DOZEN




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# the writ

## DRACONUS

Are you sure you're not the Dildoid in disguise? I mean, how could you be such a plonker as to put down 94% instead of 100%? **Draconus** is fabbobrill.

The graphics are burnin' and as for the graphics – they're great. Seeing that it's only £2.99, it's great value too.

Oh yeah, please, please, please could you tell me how to kill the tyrant at the end.

**Barry Chapman**
**Bracklesham Bay, W. Sussex**

***AN SU CREW BADGE WILL BE DONNING THE SCUBA GEAR AND HYPERSFACED TO YOU AS SOON AS WE'VE INVENTED MATTER TRANSPORT.***

● *So you want to know how to kill the tyrant, ah? Really want to know, huh? Desperate to know? Tee hee! Actually, look out for hints and tips on Draconus in a forthcoming issue.*

## RENEGADE III

Yo Dillon! Can't you get anything right? You kow what I am talking about! **Renegade III**! "**Renegade III** is quite fun, but nowhere near as good as **Target Renegade**". What?!! **Renegade III** is MUCH better than **Target Renegade**!

71%??? I would give it 99.9999% and at least 10 Classics! So you can go back to your machine that makes you give brilliant games rubbish marks and put you (and the machine) in the toilet and pull the chain. Hah!

**Ben Gardner**
**Forst Fields, Nottingham**

***AN SU CREW BADGE WILL BE MAKING RUDE NOISES AT THE BACK OF CLASS THAT YOU GET BLAMED FOR ALMOST BEFORE WE'VE SENT IT.***

● *Renegade III 99.99%? With judgement like that you might get a job on some other Speccy mag, Ben!*

## ROBOCOP

Difficult! Difficult! TD's batteries must have run out whilst playing the one and only **Robocop**. Although this is the game of the century a few goes brings you to near completion. It took me (boast, boast) from Saturday afternoon (when I brought it) 'till Sunday morning to finish the game where is says "Nice Shooting Murphy..blah, blah, blah!"

However, the rest of the review was totally brill and the overall percentage is totally deserved.

**Ian Gray**
**Nothenden, Manchester**

***AN SU CREW BADGE WILL BE SNEAKING UP ON YOU AND MASSAGING YOUR KIDNEYS SOMETIME SOON.***

● *I admit it Ian. I am a complete prat. You are an awesome megaperson who I am not fit even to address without rubbing my gob in the dirt first and flailing myself with birch twigs afterwards. Not really.*




## TIME SCANNER

I **bought Time Scanner** because I lurve pinball games and it got an ace review. Everything said in the review is spot on except the game is really easy. I finished it in one day, lastability nil.

Either Jim was playing this game for five minutes or he's a crap gameplayer. Please (grovel) get someone to check the lastability on games 'cause I've just wasted a tenner.

PS Why does Tony look 15 years old?

**Dominic Mills**
**Rochdale**

***AN SU CREW BADGE WILL BE ATTACHED TO YOUR LITTLE TOE WITH ANAEISTHETIC FORTHWITH.***

● *Oh yawn. You're just so good at games Dominic that I hang my head in shame and I suggest you write to all the software houses saying you are so good and you ought to be given a really wazza paid job just to play games all day and tell them all what to do. (He's only joking – Alison).*

## INDIANA JONES AND THE LAST CRUSADE

Oi LIPSTICK NECK!!! Yeah, that's you Jim, you big spoon! If you don't buck up your ideas for your demos I will be forced to buy a copy of (sorry can't read this next bit Andy – Jim) and squash it into your face rather vigorously and make you read it. I am, of course, talking about **Indiana Jones and the Last Crusade** – it's crud! It's so unplayable!

When you use the whip it is so slow and if you get touched you die. How crud can you get? You nearly break the joystick it is so slow and boring.

**Andy Lee/Geoff Owen**
**Sheffield**

***A SINGLE SU CREW BADGE WILL BE FIXING ITSELF TO YOUR BOTTOM AS SOON AS WE CAN GET IT IN THE MAIL.***

● *So you're moaning about the demos now, eh? And how much did you pay for that matey boy. Zilch, nuffin' the big ZERO. So there.*

## CHASE HQ

Hi! I'm just a kid but I own the best time machine in this Universe and I can visit any time just by pressing a button.

By the way, how could you give such a great game **Chase HQ** such an utter rubbish review? Jim – you're an utter plonker. Crud Graphics?

They're amazing. It's a brillo conversion (he – he's falling for the time trave bit!). It's a great game, I like the way you can – er – play it! (I think by now that Jim might have realised that there's no time machine!)

I just hope that Jim does reivew it and give it a crud rating so I can write in again and say I think it's brill (even if it's a load of ******).

**Lee Rawstron**
**Llandudno, N Wales**

***AN SU CREW BADGE WILL BE COMING TO BEAT YOU ABOUT THE HEAD AS SOON AS IT CAN SUMMON UP THE ENERGY TO DO IT.***

● *Dear Lee's Mum. I hope he gets better. Luv Jim.*

## TARGET RENEGADE

I personally think your review of **Target Renegade** was one in a million – the best I've ever read in **SU**! I think you should win the Nobel Peace Prize (Why? – Alison). Awlright, **TE** is a touch easy, but you can play it many times without getting bored (unlike **Platoon** . . . **Zynaps** . . . **Predator** . . . need I go on?)

**Matthew Brink**
**Durban, SA**

***AN SU CREW BADGE WILL BE FIGHTING MANFULLY AGAINST THE GULF STREAM OVER TO YOU RIGHT NOW.***

● *OK. So I am a totally together, completely talented*

# te stuff

*human being. They don't just let anybody edit the best Sinclair mag in the Universe, y'know.*

### BEST LETTER BUDDY BOY BIT

I have just entered my 150th Sinclair User Compo. Hope this will be the lucky one! But just instead of you giving away prizes I'm giving you a crispy 5 quid note (the last thing I've got left after using my mney on the stamps for the compos).

Well don SU, you are the best!

**Michael Wright**
**Beverley, N. Humberside**

*● Ummmm...we tried exchanging the note you enclosed for some pints of ale, Michael. No good. It seems that you need more practice printing them before they'll pass for the real thing! Still! – it was the thought that counted. Have £20 worth of software for being so sneaky.*

### JOE BLADE II

When I went into Boots to get a good computer game in the budget range I came across **Joe Blade II.** I picked it up and looked at the screenshots and they were pretty good, then something clicked.

SU gave this game 55% It must be crap because SU are always right (can I get out of this straight-jacket now?). I'll buy it anyway because I liked the original **Joe Blade.**

When I got home and loaded it up, something strange came on the screen starring my favourite character, **Pacman.** The game was good, then I played **JBII.** That did it. I was hooked.

This game deserves more than 55%, more like over 85% because it is great! Sack Dildoid and bring in a more capable reviewer, like a chimpanzee!

**Nick Humphries**
**Saffron Walden, Essex**

***AN SU CREW BADGE WILL BE OUTSIDE YOUR HOUSE BANGING CAR DOORS IN THE MIDDLE OF THE NIGHT JOLLY SOON NOW.***

*● What more can I say? Pass me a banana!*



## CHRIS

### RED HEAT

How come nobody seems to pick on Chris! Is it because he's a megacool reviewer? No! Is it because you're scared of him? No! It's the plain simple fact that all of us SU readers are so kind and sympathetic that we don't pick on people with BRAIN DAMAGE!

Except me. I am picking on you for giving that megaslop **Red Heat** 79%. Even Dillon and Smedley, working as a team, could program that (their range is from 1-4% which is all I would give **Red Heat**). Anyway, that's enough of that. But in future, review good games such as me and Jenkins could program (**Last Ninja 2, Op Wolf,** etc) or I will start reading.....(can't read this bit - Jim)!

**Dude Linklater**
**La Laguna, Tenerife**

***AN SU CREW BADGE WILL BE DONNING THE SCUBA GEAR AND DOGGY-PADDLING ALONG THE COAST TO YOU SOON.***

*● Dear Dude. I can't be bothered to argue so I'll say, point taken.*

### DOUBLE DRAGON

This game is so Mega Cool it should have got 110%. It is one of the best conversions ever on the Spectrum. SU is cool apart from that nit-wit Chris Jenkins 'cos all of his reviews are deeply crud. He'll be the ruin of SU 'cost of his looks and reviews. Imagine giving **Double Dragon** a crud 51% when it deserves a Classic and 110%. Get plastic surgery and a shace, then go to school again and you might get a decent review.

**Christopher Gordon**
**Summerston, Glasgow**

***AN SU CREW BADGE WILL BE APPEARING IN A TIN OF BAKED BEANS NEAR YOU AS SOON AS WE CAN SQUARE IT WITH MR HEINZ.***

*● Oh dear, Christopher, go to school again? All they teach you at school nowadays is snogging, so that wouldn't do much good, would it. Pop 'round one day and I'll teach you how to do joined-up writing properly.*

### TIME SCANNER

What is Jim being fed on? Has the tea dispenser gone all wrong? What am I referring to in his review of **Time Scanner.**

92%??? Shouldn't there be a decimal point smack bang in the middle? **Time Scanner** is atrocious. This review made me fall off my chair. Superb coin-op conversion? It's almost as good as **Dizzy**!

It got a classic, for £8.95 you could virtually buy a pinball machine. I played it for ten minutes and then loaded **Soccer Boss** in. I don't have to say which I enjoyed most.

**Barry Dedicoat**
**Co Durham**

PS If Alison's interrupted this letter I will call Tony Dillon normal for the rest of my life (I haven't, but I'm going to now so ner ner ner ner - Alison).

***AN SU CREW BADGE WILL BE CONDUCTING A GUIDED TOUR AROUND YOUR MUM'S HERBACEOUS BORDER ASAP.***

*● To facts Barry: 1. Time Scanner is well, alright. 2. It costs much less than a new pinball machine, that would set you back about £1,200.*

## WRITE TO THE WRITE STUFF!

All right all right! You think we talk a lot of nonsense, do you? You think we can't tell an SU Classic from a 15% clunker? Well this is your chance to set the record straight.

Every month we'll devote the Write Stuff section to your thoughts and opinions on games. Is Jim mad? Tell us so! Is Tony the coolest thing since ventilated boxer shorts? Let us know! Is Chris the best software reviewer in the galaxy (hem-hem)?

Instead of insulting you by offering you money, if you get your contribution to the Write Stuff published you'll get an EXCITING EXCLUSIVE SU BADGE, so the whole world will know that your words have been immortalised in SU. Starting next issue the best letter will also get a £20 software bundle (of our choice, before you ask).

So if you have any opinions on recent games we've reviewed (or even ones we haven't), write your review and send it to us together with the completed form below.

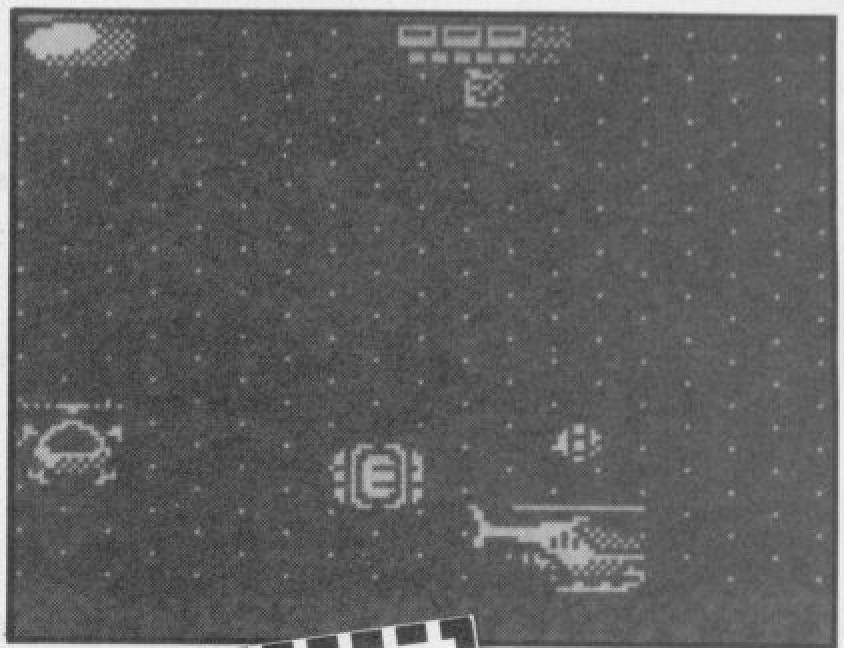
Keep your wodge under 150 words, try to avoid blasphemy, obscenity and libel and send the lot to Write Stuff, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

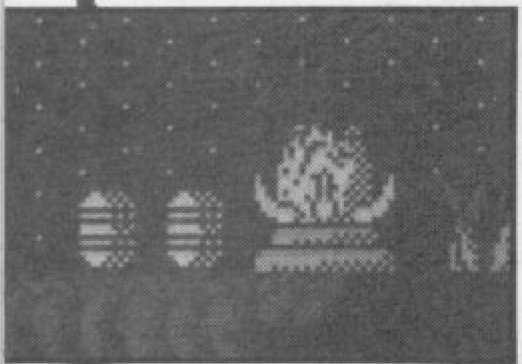
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GAMES REVIEW!





# COBRA FORCE

The deadly Cobra – the venemous snakey-type thingy that heaves itself up to its full height, flaps its wingy bits about, then strikes with the speed and strength of a bolt of pure lightning.

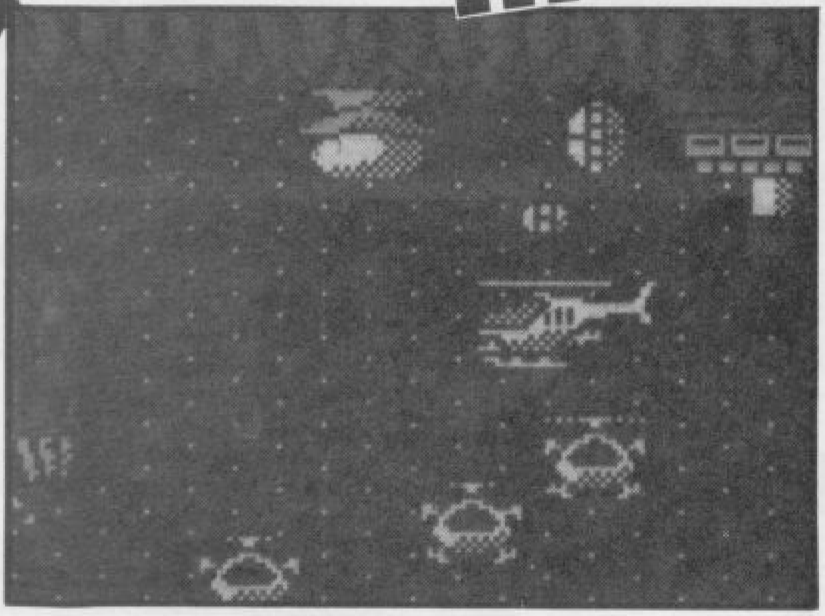
Load up *Cobra Force*, examine the flappy bits while you wait for it to load (cassette inlay to you), note that it doesn't make any mention of what the keyboard controls are and then when you play it, the game strikes you with the speed and strength of . . . a wounded gazelle.

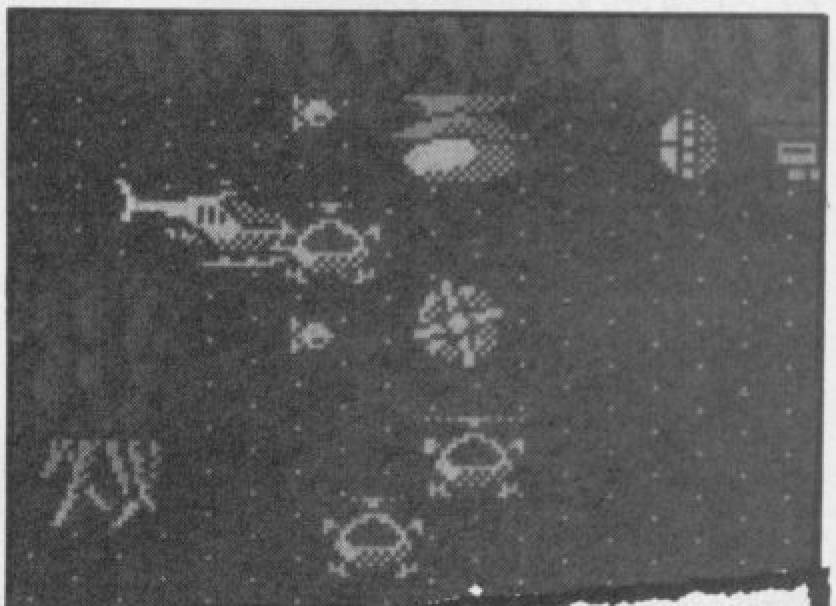
Why? Are the graphics a pile of gargo-doody? Na - they're nothing special but definitely not crap. The gameplay? Ummm . . . well, it's a bit naff having gravity in a horizontal scrolling shooter but that alone wouldn't kill it. The control system? Ah ha! The control system! I wouldn't wish that control system on my bank manager!

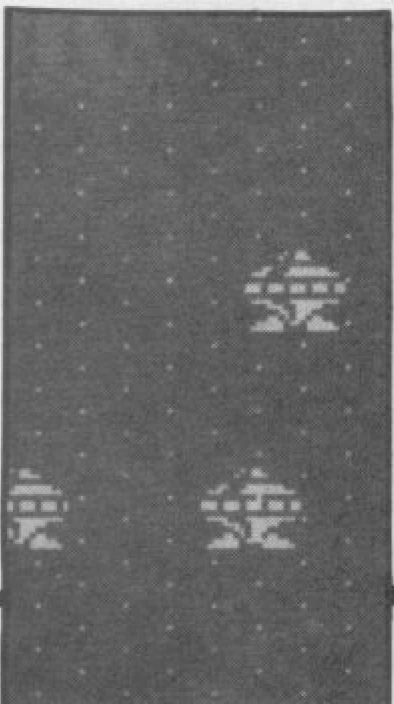
The game is this, y'see. You are in this helicopter (an AH-1W Supra Cobra for the trainspotters amongst you) and you have to do two things to complete a level. Pick up all the fuel drums and knock out all the missile installations. Problems? No problems.

Controls – left/right (OK). Lift (you come down under gravitational pull). Fire your M129 20mm gun by tapping fire. But to fire your big wobbly Hellfire Armour Piercing Missiles you have to keep your fire button pressed down.









To let off a bomb (which freezes the action) press Space.

What happens if you are firing away at the alien waves like the clappers? You may accidentally let off a missile – which is a pity as you only have five in the first place. Admittedly more can be blagged by shooting, then catching, certain tokens that randomly occur – you can also get sidepods in this fashion – but it is so clumsy!

Combine that with the irritating gravity pull and the way that missile installations change just a teeny, teeny bit when you kill them (assuming your missiles hit) and the whole thing starts to grate.

The rest of the gameplay is standard horizontal shooty stuff, with waves of white aliens chugging about, static gun sights that you can't seem to destroy – the usual fare. But could I get into it? Nope.

Don't get me wrong John. challenge. I love complicated control systems – take me to that *Defender* machine daddyo. But to plough your way through all four levels of *Cobra Force* you'd have to be a very special kind of person.

This one's for enthusiasts only■

ARCADE REVIEW

## FAX BOX

*COBRA FORCE Label: Players Plus Author: Simon Hobbs Price: £2.99 Memory: 48K/128K Joystick: Sinclair, Kempston*

| GRAPHICS | SOUND |
|---|---|
| 61 | 65 |
| 48 | 55 |
| PLAYABILITY | LAST ABILITY |

*Average game plagued by not so great control selection.*

Reviewer: John Cook

OVERALL 57

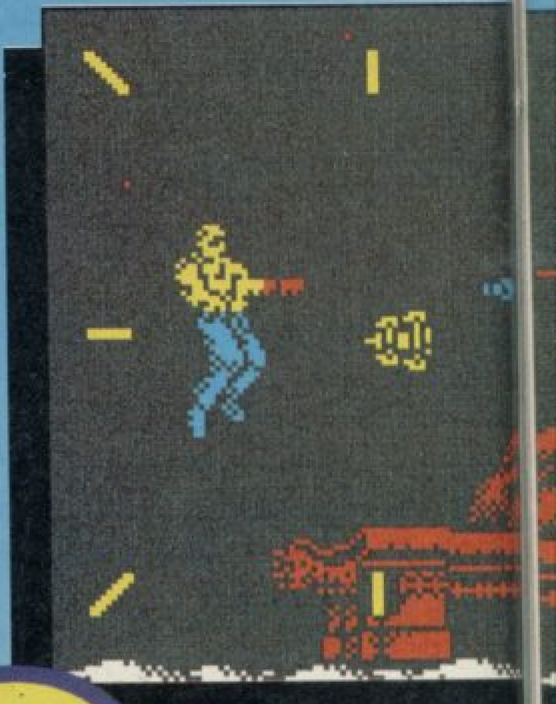
10 20 30 40 50 60 70 80 90

# SU CHARTS



## FULL PRICE COMMENT

Robocop takes the top spot again. Can anything defeat the seel superhero? Crazy Cars II myseriously cruises towards the No. 1 slot, but we predict that it will falter before it quite makes it. Run the Gauntlet continues to perform barometer style aerobatics. Where will it go next?



# BUDGET 10

| | | | |
|---|---|---|---|
| 1 | (1) | **TREASURE ISLAND DIZZY**<br>Stuck at the top with ruddy superglue, we reckon | CODEMASTERS £2.99 |
| 2 | (3) | **ENDURO RACER**<br>Motorbikey racey sim | HIT SQUAD £2.99 |
| 3 | NEW! | **GREEN BERET**<br>Rat-atat-tat | HIT SQUAD £2.99 |
| 4 | NEW! | **MONTE CARLO CASINO**<br>Fab classic race game | CODEMASTERS £2.99 |
| 5 | NEW! | **SABOTEUR 2**<br>Noctural SAS fun | ENCORE £1.99 |
| 6 | (4) | **DALEY THOMPSON'S DECATHLON**<br>Looks like Daley's running our of glucose pills | HIT SQUAD £2.99 |
| 7 | (10) | **MIG 29**<br>Vwooosh | CODEMASTERS £2.99 |
| 8 | (8) | **ADVANCED SOCCER SIMULATOR**<br>Cheapy footer sim | MASTERTRONIC £2.99 |
| 9 | (2) | **POSTMAN PAT**<br>Ooer, you've gone right off this one | ALTERNATIVE £1.99 |
| 10 | NEW! | **BARRY McGUIGAN WORLD CHAM'SHIP**<br>'Oi hit hira! To be sure!' | MASTERTRONIC £2.99 |

## CHARTS COMMENT BUDGET

Argh! Dizzy reigns supreme! Will no-one rid us of this egg-headed buffoon? Postman Pat takes a tumble. Hurrah! Rest of the chart is v. dull.

# SINCLAIR user

# FULL PRICE 20

COMPILED FOR SINCLAIR USER BY GALLUP

| Pos | Last | Title | Comment | Note | Publisher | Price |
|---|---|---|---|---|---|---|
| 1 | (2) | ROBOCOP 2 | He's back back back – hurrah! | | OCEAN | £8.95 |
| 2 | (4) | CRAZY CARS 2 | Sneaking towards No 1 – verooooooom | | TITUS | £8.95 |
| 3 | (1) | KENNY DALGLISH'S SOCCER MANAGER | Footy game slips from the top spot this month | | COGNITO | £9.95 |
| 4 | RE | DRAGON NINJA | A serwooper kicky kicky game | | OCEAN | £8.95 |
| 5 | (7) | RUN THE GAUNTLET | Up and down the chart like a mad thing | | OCEAN | £8.99 |
| 6 | (6) | FORGOTTEN WORLDS | No moves for this fabbo coin-op conv | | US GOLD | £8.99 |
| 7 | NE | RED HEAT | You just can't keep your mits off those Ocean games | | OCEAN | £8.99 |
| 8 | NE | SILKWORM | Fabby team-blast | CLASSIC | MASTERTRONIC | £9.99 |
| 9 | (5) | EMLYN HUGHES INT SOCCER | You've gone right off this one haven't you? | CLASSIC | AUDIOGENIC | £9.99 |
| 10 | (3) | RUNNING MAN | All hopes for No 1 seem to have slipped away this month | | GRAND SLAM | £8.99 |
| 11 | (15) | RENEGADE 3 | Up and down like a bloomin' yo-yo, this one | | IMAGINE | £7.99 |
| 12 | RE | OUTRUN | Another goodie from the Codies | | US GOLD | £8.99 |
| 13 | (13) | DOUBLE DRAGON | Another non-mover | CLASSIC | MELBOURNE HOUSE | £9.99 |
| 14 | (12) | IN CROWD | Great value Ocean compilation | | OCEAN | £14.95 |
| 15 | (?) | THUNDERBLADE | Making a wee comeback to ver charts | | US GOLD | £8.99 |
| 16 | (8) | MICROPROSE SOCCER | Sinking even further – byeeeee | | MICROPROSE | £14.95 |
| 17 | (14) | OPERATION WOLF | Tootin' and shootin' and slowly slipping | CLASSIC | OCEAN | £8.95 |
| 18 | (19) | ARCADE MUSCLE | Gradually muscling (sorry) it's way back up the chart | | US GOLD | £12.99 |
| 19 | (16) | WAR IN MIDDLE EARTH | Beat 'em-up adventurey arcadey dooberry | | MELBOURNE HOUSE | £9.99 |
| 20 | RE | AFTERBURNER | Just can't keep this one down, it's back again | | ACTIVISION | £9.99 |





SIMULATION

| | | |
|---|---|---|
| 1 | CRAZY CARS 2 | TITUS |
| 2 | KENNY DALGLISH'S SOCCER | COGNITO |
| 3 | EMLYN HUGHES INT SOCCER | AUDIOGENIC |
| 4 | MICROPROSE SOCCER | MICROPROSE |
| 5 | ROCK STAR ATE MY HAMPSTER | CODE MASTERS |

ARCADE

| | | |
|---|---|---|
| 1 | ROBOCOP | OCEAN |
| 2 | DRAGON NINJA | OCEAN |
| 3 | RUN THE GAUNTLET | OCEAN |
| 4 | FORGOTTEN WORLDS | US GOLD |
| 5 | RED HEAT | OCEAN |



GAMES REVIEW!

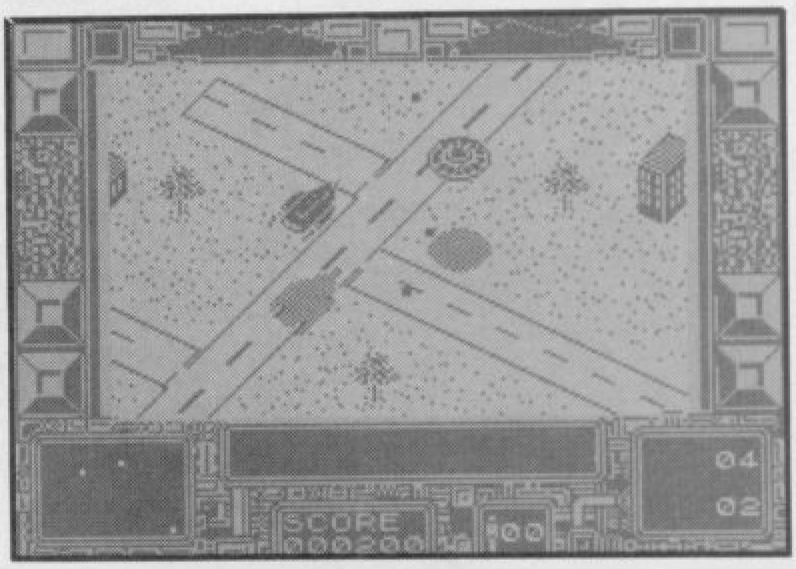
# PANTHER

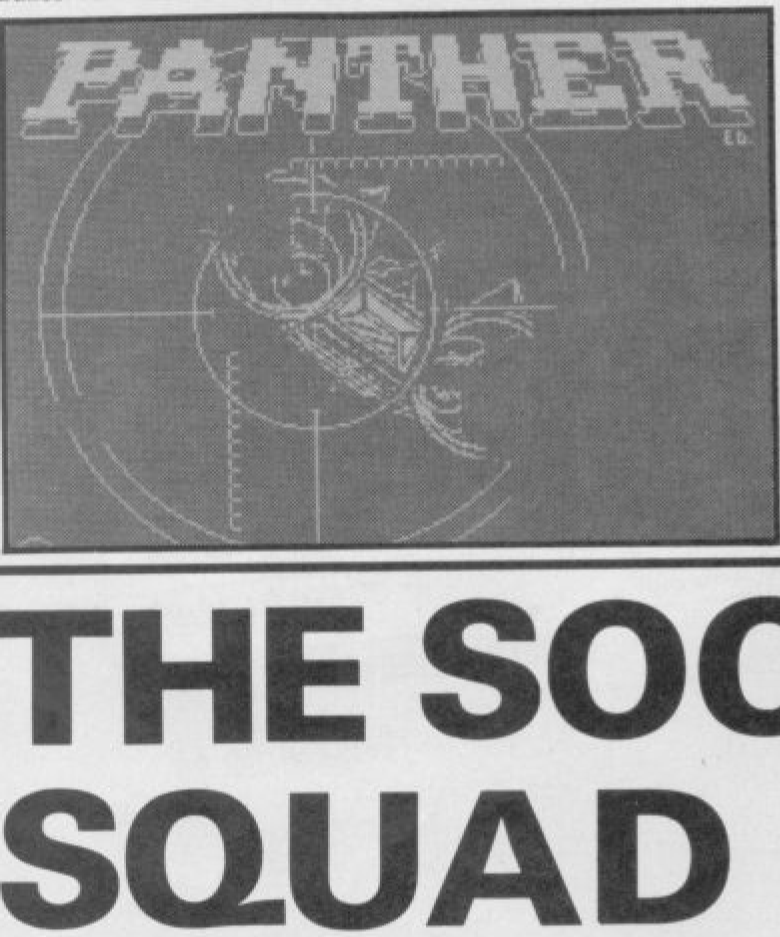
A superior bit of sci-fi stuff, this, though the scenario's as old as Bruce Forsyth's wig; you are the lone remaining pilot of the Earth's defence force, left to fend off the attacks of the hideous slimy aliens (well, I assume they're slimy, you don't actually get to see them). This one's a diagonal scroller, and the monochrome graphics roll along pleasingly smoothly.

You get to control the height and left-right movement of your ship; as you get higher, you speed up. Perspective is well done, and the alien ships have realistic shadows which make it easier for you to line up your shots. They attack in waves which appear on your radar scanner, and are announced on your handy-dandy message screen. Each stage of the mission has a different aim; in the first, you fly over the outskirts of the city, looking for stranded Earthies. Land near an installation, and they'll come running out, giggling with joy to see you. They won't be quite so happy if the aliens turn up and blast you to atoms while you're sitting there like a fool.

Later stages take place over the city, where the aim is merely to survive the alien attacks; over the sea, where the challenge is to stay awake, since nothing much seems to happen; and over a landing strip, where meteorites and guided missiles are almost certain to bring you to a fiery end. Never fear, your Phoenix Shields allow you to regenerate your ship up to four times, and you may, just may, be able to get right through to the escape shuttle at the far end (which I've not yet seen).

A little man told me that *Panther* has been out for ages, and this seems to be some sort of re-issue; but for all that, if you like a joystick-twiddly blast, *Panther* is worth getting■






ARCADE REVIEW

## FAX BOX

**PANTHER** Label: **Mastertronic Plus** Author: **Icon Design** Price: **£2.99** Memory: **48K/128K** Joystick: **various**

*Originality? Not a jot! Fun? Quite a bit. Give it a shot, tee-hee*

| GRAPHICS | SOUND |
|---|---|
| 62 | 52 |
| 67 | 61 |
| PLAYABILITY | LAST ABILITY |

Reviewer:

OVERALL 61

# THE SOCCER SQUAD

You're really going to have to be a football fanatic to survive through this package.

This is a compilation of four old Gremlin titles, *Footballer of the Year*, *SuperStar Soccer*, *SuperSkills* and *Roy of the Rovers*. Two of them are tied in with Gary Lineker, so his ugly mug stares out from the packaging of *SuperSkills* and *SuperStar Soccer*; *Footballer of the Year* is a sort of strategy game and *Roy of the Rovers* is a weird mix of adventure and simulation.

The package comes on two cassettes in a library case, and the instructions are all boiled down onto one difficult-to-read sheet.

*Footballer of the Year* is an icon-driven simulation in which you start out as a spotty 17-year-old apprentice with £5,000 in the bank, and have to make your way through the sport until you're voted Footballer of the Year.

By selecting different icons you can access your team's status/player status; play a match, where an arcade sequence gives you the chance to score penalties; transfer to another team, save or load a game, and, the most interesting bit, pick a random Incident Card which can be anything from a free goal to a fine for spitting.

*SuperSkills* is a bit like Daley Thompson's Push-ups, or whatever it was called, because it's more to do with doing your exercises than



# PROTECTOR

Apart from the fact that it has the worst graphics in the world Protector has a lot going for it. It's certainly fast – so fast, in fact, that when you're playiung against a computer opponent, it's all over before you've got your chopper off the landing pad.

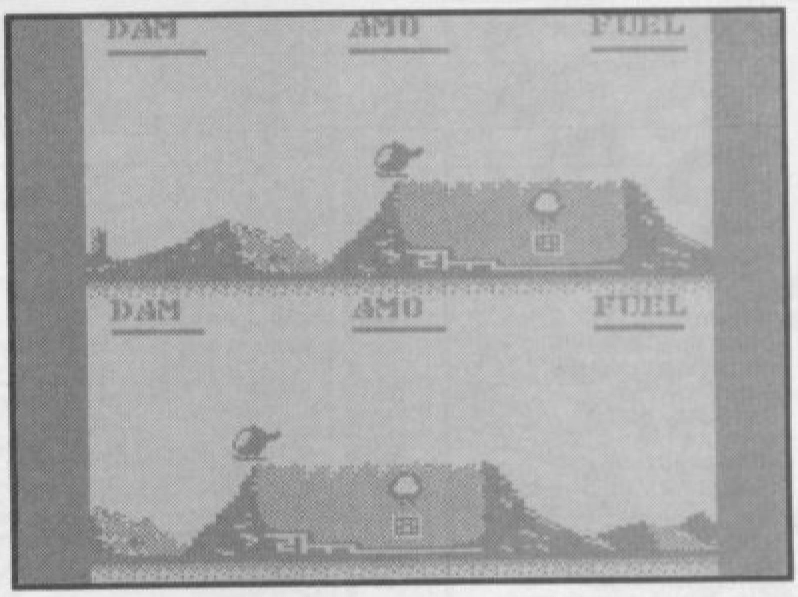
In fact, despite the shooty-shooty cover artwork, there's more than a teeny element of strategy to this one. The split screen shows a desert landscape featuring a mountain base and your helicopter landing pad. In the bottom half is your opponent's chopper. The aim is to pick up supplies from the desert, return them to your base, then assemble a bomb from them and nuke your enemy. Nice!

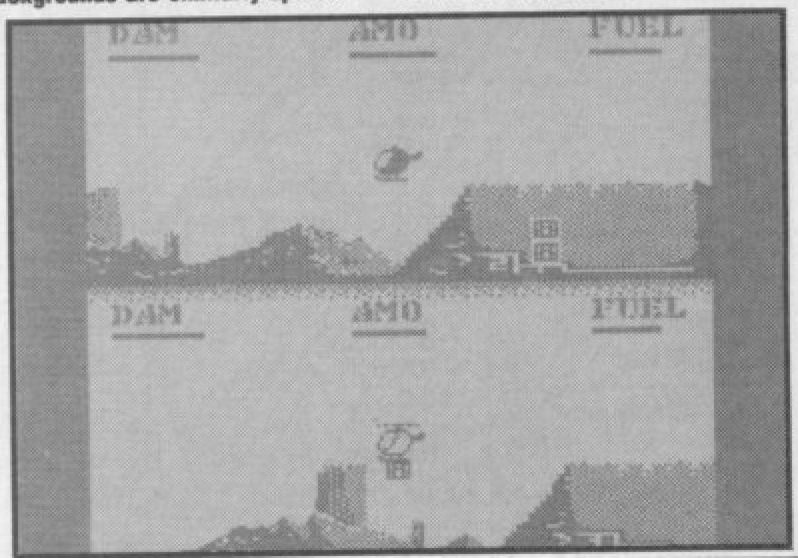
The graphics are frankly weedy, with the worst-designed helicopters I've ever seen – they look more like soap-bubbles, and the monochrome backgrounds are similarly sparse.

Still, you can't say that things don't move quickly; the screen scrolls so fast that it's difficult to bring your chopper to rest exactly over a crater, and lower yourelf onto it. Your computer opponent doesn't have any difficulty, which makes it much more fair if you play against a second human.

The most annoying aspect of the game is the way you have to wait on your landing pad as your chopper is refueled and re-armed after each crash. You can lose a life by crashing into a mountain, but you can't collide with your opponent. You can shoot each other with your 30mm Gatling canon (which goes 'blip blip') but this just causes you to drop the load you're carrying. The best part of the game is dipping into your enemy's fortress and pinching his goodies – but he can do the same to you, remember.

Worth £1.99, certainly. Pity it's £2.99, really, but that's life■




**ARCADE REVIEW — FAX BOX**

**PROTECTOR** Label: **Mastertronic Plus**
Author: **P.A.L. Developments** Price: **£2.99**
Memory: **48K/128K** Joystick: **various**

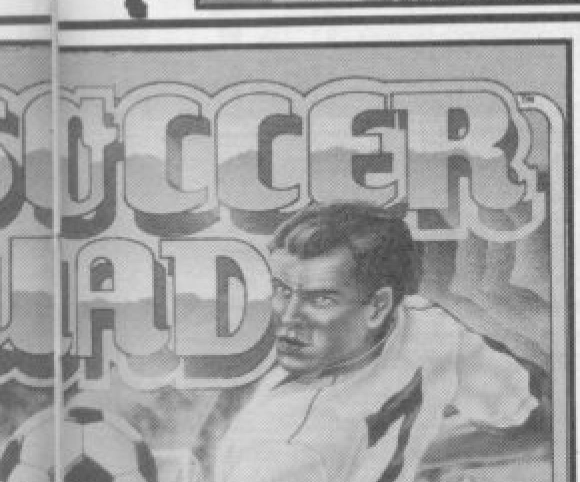
| GRAPHICS | SOUND |
|---|---|
| 30 | 40 |
| 60 | 50 |
| PLAYABILITY | LAST ABILITY |

Shocking graphics, fair old gameplay. Not entirely awful

Reviewer:

10 20 30 40 50 60 70 80 90

OVERALL **50**




with actually playing football. Lots of joystick-waggling fun as you practise pushups, ball juggling (Fner!), dribbling (on the pitch, not down your chin), and finally shooting through tyres. Not bad, but a bit futile if what you really want is a soccer game, try SuperStar Soccer, which has all the facilities of a management simulation – trading players, training, setting up leagues – but which also has a nifty match simulation which can be played at normal speed or up to ten times normal.

Last in the list is the strange Roy of the Rovers (not that Roy himself is strange, you understand). This is an arcade-adventure in which the Manchester team are kidnapped on the eve of the big match – shock horror! Using a menu system you can make Roy walk, run, pick up and drop objects, smile or fight. What he can't do, like most footballers, is walk and talk at the same time, hee hee.

It's all rather clever and ends up with a decent five-a-side simulation, so in many ways Roy is the best of the bunch, top of the league, big banana or whatever they call themselves these days.

Odd that this collection doesn't actually feature a full-scale, no-nonsense, whack-it-in-the-back-of-the-net match simulation, but this lot should keep any soccer fan over the moon for many a season■

**ARCADE REVIEW — FAX BOX**

**THE SOCCER SQUAD** Label: **Gremlin Graphics** Price: **£9.99**
Author: **Various**
Memory: **48K/128K** Joystick: **various**

| GRAPHICS | SOUND |
|---|---|
| 68 | 58 |
| 68 | 89 |
| PLAYABILITY | LAST ABILITY |

Football feast will burst your laces with excitement

Reviewer:

10 20 30 40 50 60 70 80 90

OVERALL **77**

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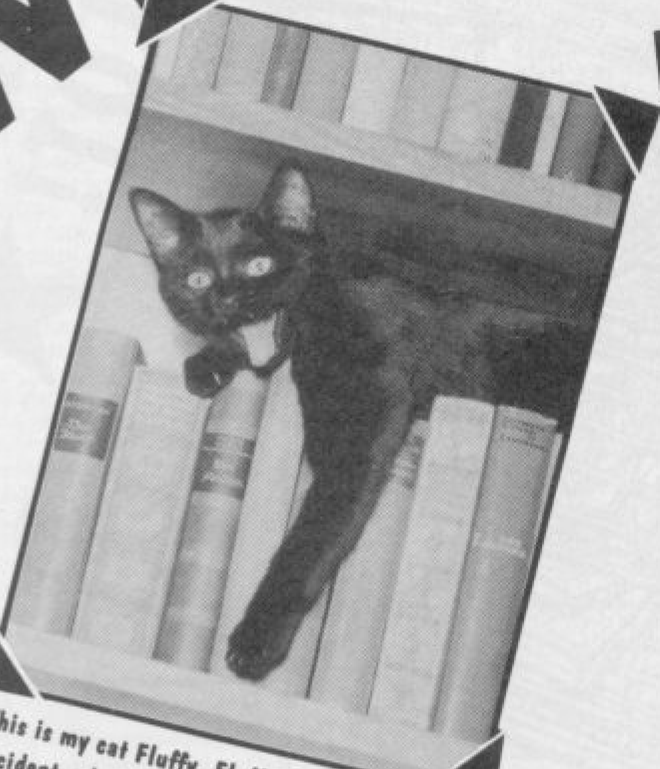
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# WAYNE'S FA

**Hello readers! I know you're all dying to know more about me and my family, so I've pursuaded Jim to let me show you some snaps from the family album (Actually he said "Fill those two pages, I don't care how you do it, or I'll cut your spleen out!")**

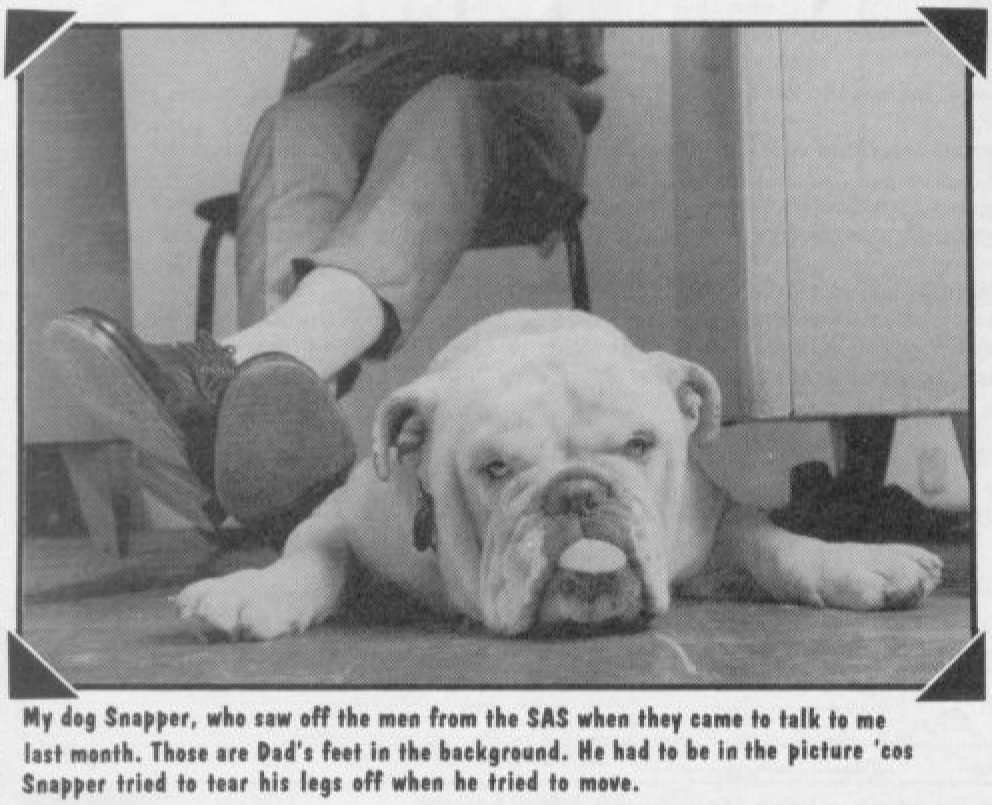


This is my cat Fluffy. Fluffy had a horrible accident when a copy of "A la Recherche du Temps Perdu" by Proust fell on his head. Now we use him as a doorstop.



This is Dad winning the Mr Mad competition at Skegness Butlin's in 1952. That's where he met Mum – she said she was impressed by the way he could juggle with three haddock whil reciting Gunga Din.

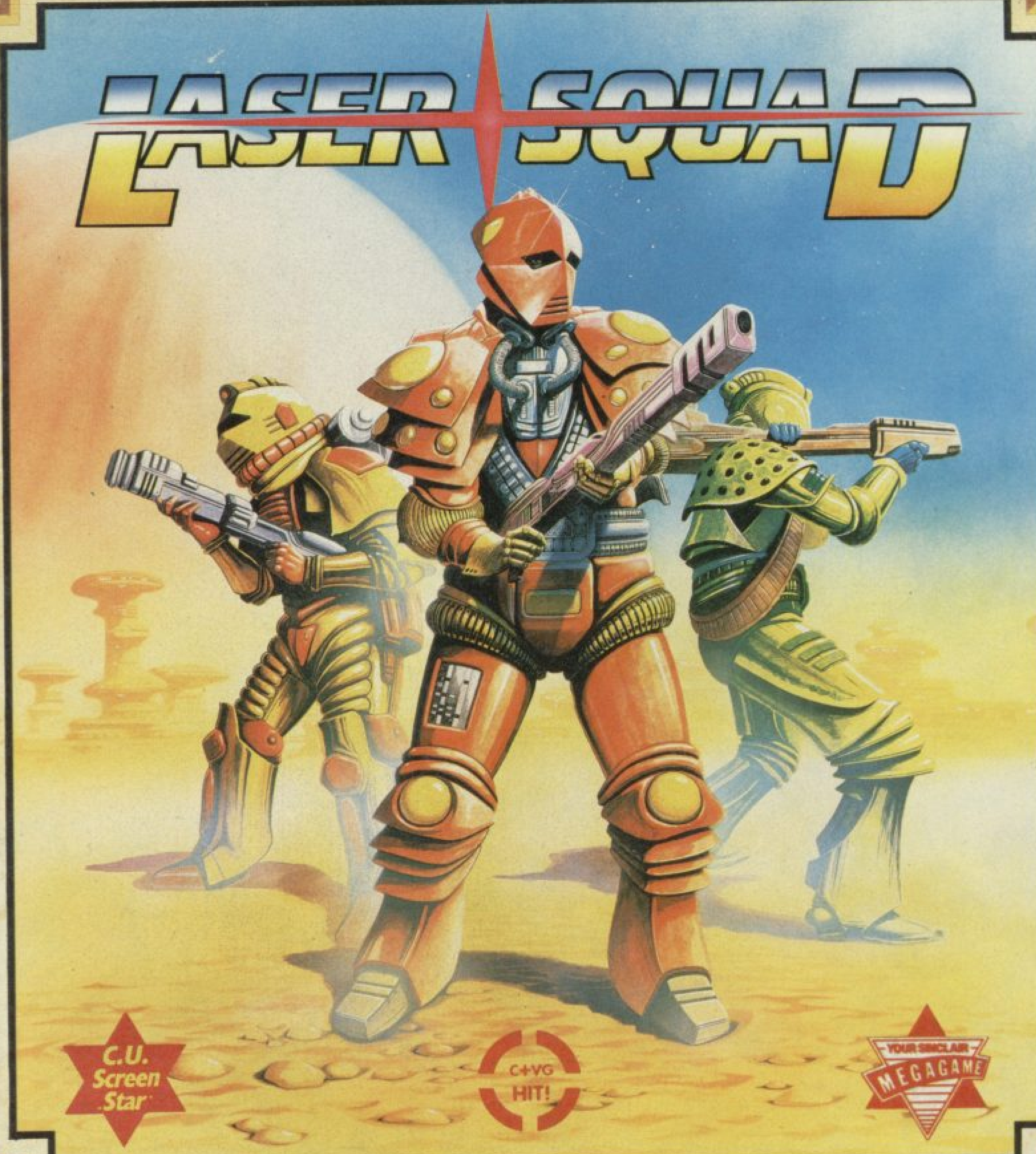




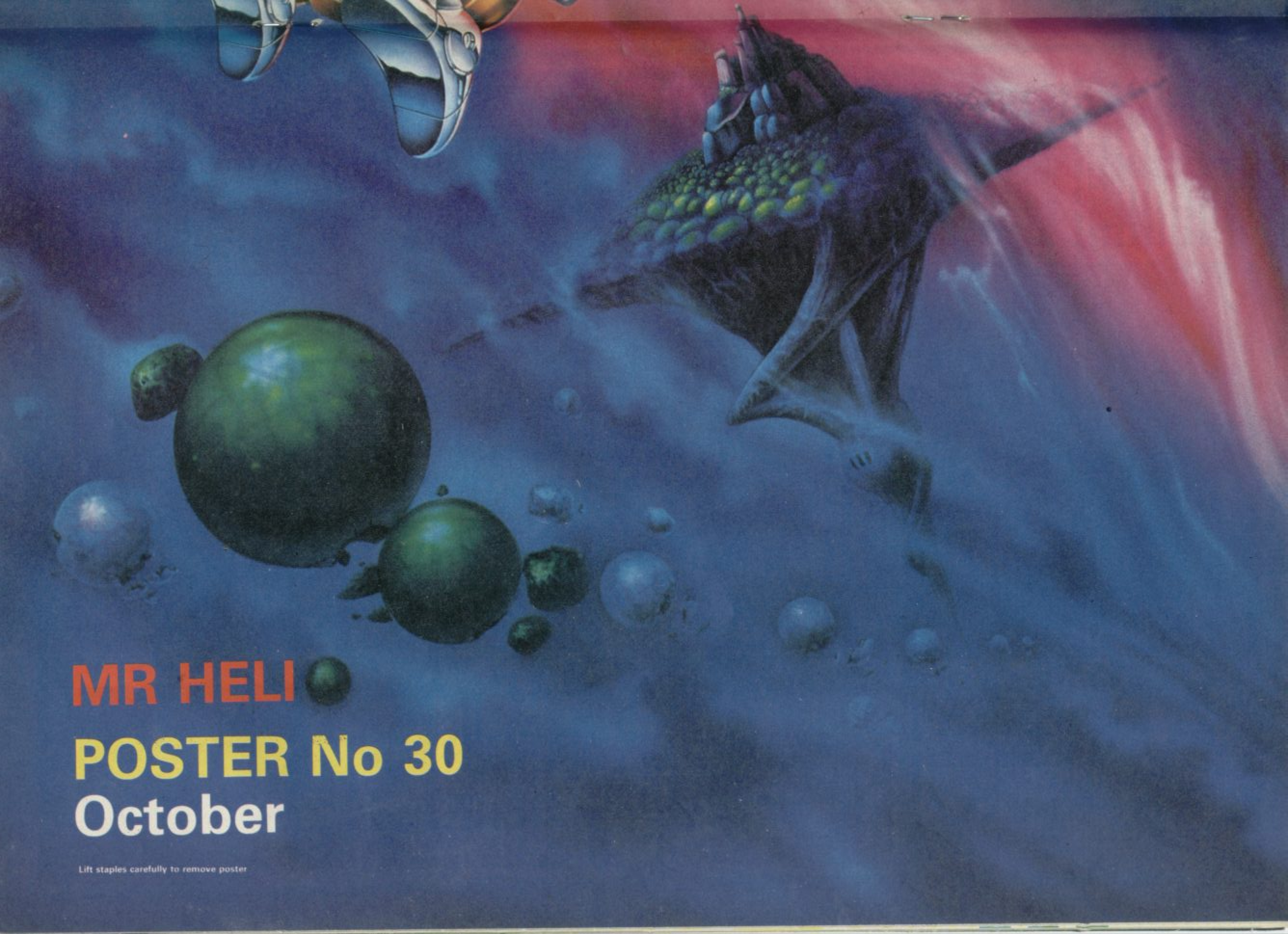
My dog Snapper, who saw off the men from the SAS when they came to talk to me last month. Those are Dad's feet in the background. He had to be in the picture 'cos Snapper tried to tear his legs off when he tried to move.



This is Mummykins in the hospital just after I was born. I went home the next day but she ha to stay in for the next three months being treated for shock.


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GAMES REVIEW!



Have you ever given thought to the trials and tribulations of a dragon? It's not particularly easy. Finding a parking space in the morning, never being able to get a seat on the train and having to fight the constant battle with the most rip-roaring case of bad breath and finally, of course, being run down to the local police station every time even the most vaguely virginal princess goes missing.

Of course, it does have its advantages. Take Dragon Spirit, the latest game from Domark, in it you're transformed into a mighty dragon and sent forth on a mission

the dragon moving slowly, but oh so gracefully across the vertically scrolling landscape in all directions. The scenery changes on each successive level to include sea, swamp, desert and coastal headland with each territory having an appropriate guardian to the next level. Watch out for the bone dragon, you must shoot him in the




# DRAGON SPIRIT

to rescue the kidnapped Princess Alicia from the clutches of the evil demon serpent Zawell.

So, you've been miraculously transformed into a dragon, been briefed and have decided to put mummy dragon's packed lunch in foil because the cling film just kept on melting, and you're ready to go. Bit waffly.

There are eight levels of action that you have to negotiate as you wing towards your goal. The going is'nt easy, however, as Zawell is not a good snake and had sent his minions to stop you in your quest. They attack by land, sea and air shooting little balls of pure evil,

well half evil as you can take up to two hits before losing a life.

In the air a carefully aimed fireball can be devastating, but the ground targets can only be hit with bombs thoughtfully provided at no extra cost. Littered on the ground are the occasional egg which, when bombed, release various goodies to aid your cause. Increased firepower, homing shots, extra lives, shields and a quick shrink in size, useful for those tricky bits, can all be collected but beware of the shulls head – this cancels all of the benefits of any goodies that you may have picked up.

At the end of each level you'll find a beastie which has to be disposed of before you can gain access to the next level.

What about the gameplay, I hear you cry. Well it's pretty good with



heart to destroy him, and the weird looking plant which can only be bested by bombing its egglike babies.

Take care in the desert section as bombs are coughed from the very bowels of the earth and bombing them offers no respite.

It's a good game and one of the better conversions from a coin-op, which is something that we will be watching Domark for in the future especially as they have a three year contract with Atari's arcade company Tengen to convert suitable games.

Dragon Spirit is a good product with lasting appeal and good graphics and is worthy of a little shelf space in your games cupboard.



ARCADE REVIEW

## FAX BOX

***DRAGON SPIRIT*** *Label:* ***Domark*** *Author:* ***In house*** *Price:* ***Cass £9.99 Disc £14.99*** *Memory:* ***48K/128K*** *Joystick:* ***Sinclair, Kempston, Keyboard***

| GRAPHICS | SOUND |
|---|---|
| 85 | 65 |
| 80 | 76 |
| PLAYABILITY | LAST ABILITY |

***Easy at the start but a corker once the going gets tough!***

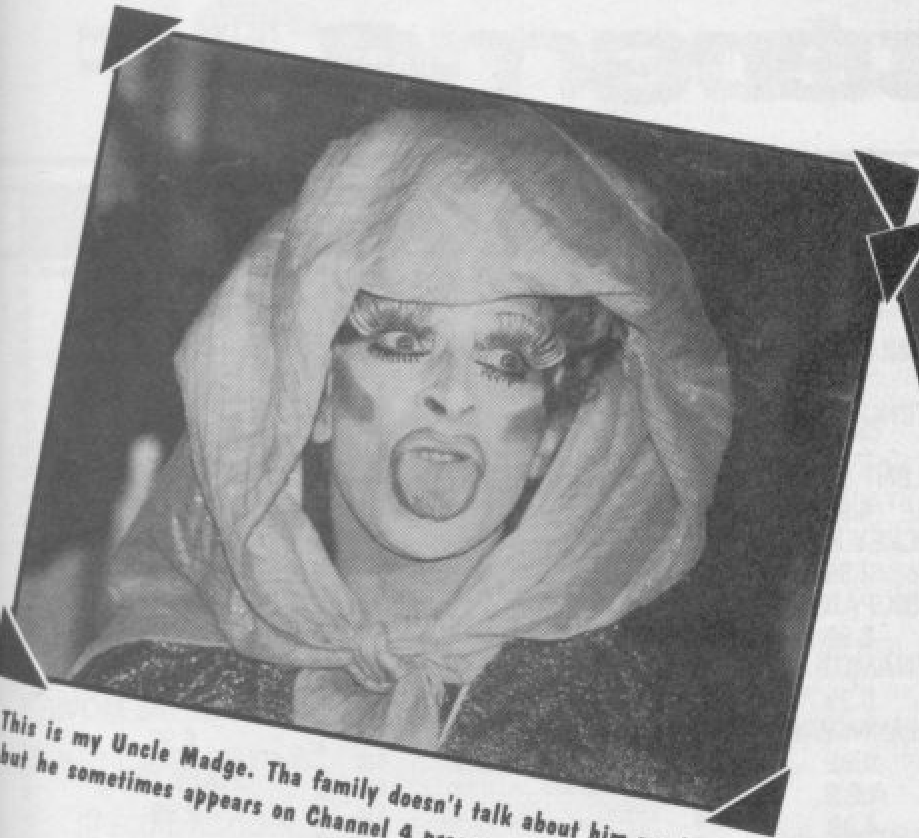
Reviewer: *Garth Sumpter*

OVERALL **82**

10 20 30 40 50 60 70 80 90

52

# MILY ALBUM



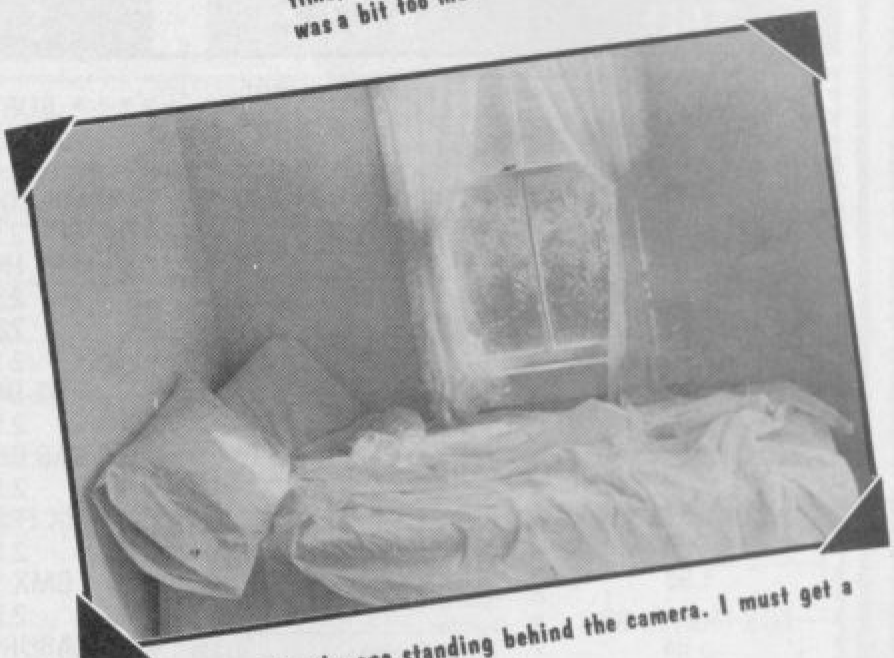
This is my Uncle Madge. Tha family doesn't talk about him much, but he sometimes appears on Channel 4 programmes very late at night.



My little sister Waynetta, getting ready for her first date with Bill Wyman. She was twelve at the time, and was already beginning to think that she was a bit too mature for him.



My girlfriend Charlotte. Well, I call her my girlfriend, she lives next door and I sometimes pop round to see her, and just for a laugh she hides somewhere different every time. This time I caught her in the fridge! I'll never be able to eat fishfingers again.



This is me. I'm the one standing behind the camera. I must get a camera with a timer for Christmas.

54

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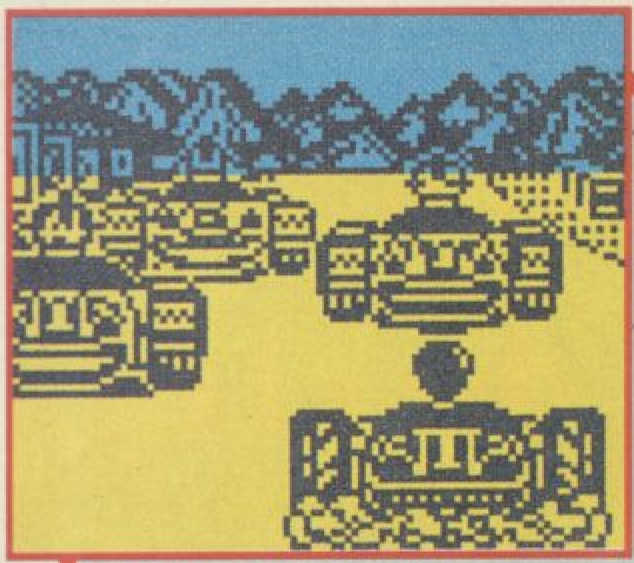
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# BLUE




**P**owerdrift is a thrill-a-second racing game from Sega, and it's being converted for home computers by Activision. The man on the starting line is John Mullins, who's dong the Spectrum version with the help of team-mate Clive Paul on graphics.

The coin-op is one of the fastest and most detailed racing games in the arcades, and is so massive that the home computer version has had to be designed as a multi-load. If you have a 128K Spectrum, though, the whole game will load in one go and you'll get the benefit of enhanced music and sound effects.

## GRAPHICS

John and Clive worked from complete videos of the game provided by Sega, and from a number of stills showing fine detail. The main problem is that the sprites aren't animated, as such; instead, each has up to twelve stages of magnification as it moves 'out' of the screen.

By designing the biggest sprite of each object, up to 70 pixels in size, then scaling it down for the smaller versions, the team avoided the problems of losing detail when you start with a small sprite and scale it up. The sizes were worked out largely by trial and error, until one object was completed and the others could be calculated to scale. Use of colour was kept down to eliminate clash, but full colour is used in the displays at the top of the screen.

There are around fifteen major objects, each of which requires twelve sprites, sometimes more if there are variations for movement. To save space, some of the smaller sprites serve for several different objects. It's taken six months to develop the graphics, with other work in between.



## SCROLLING

The arcade game has a true 3D landscape, but this didn't prove possible for the computer version. Instead, John developed a pseudo-3D effect, where the road still rises and falls, and objects appear from the dips.

The graphics run at around 8-10 frames per second, which is fairly fast for a racing game. **WEC Le Mans,** which John also programmed, is faster because the roadway appears to stay on the ground. The background and roadway could be placed on the screen at the same time; with **Powerdrift,** where the road moves up and down, the ground has to go down first, then the roadway, slowing things down a little.

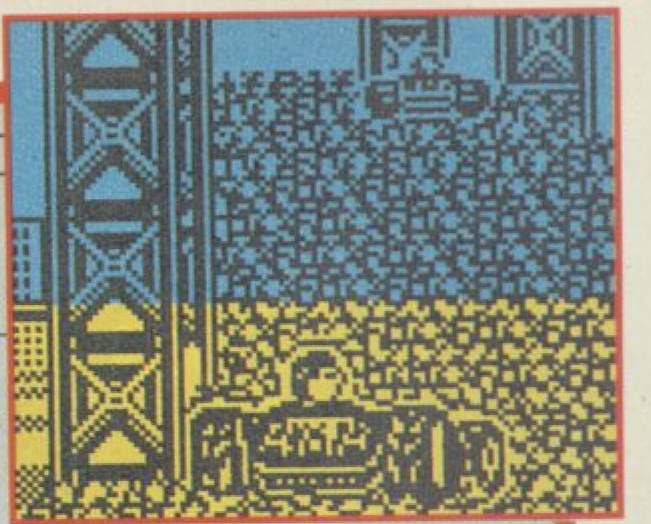
# POWE




## SOUND

The sound is being developed on an Atari ST, which uses the same sound chip as the Spectrum 128K. The music from the coin-op will probably be used for the 128K version, while the 48K version will only use the odd blip and bleep – it wouldn't be possible to produce continuous game music.

# PRINT






features five circuits, each of which has five tracks. On the 48K version, the only solution is to load one circuit at a time; in 128K, it's possible to have all the circuits in memory at once.

## PROGRAMMERS

John Mullins has written **Winter Games, Donkey Kong, Tai Pan, Scrabble Deluxe, Games Winter Edition,** and **WEC Le Mans** for the Spectrum, as well as innumerable titles for other machines. Clive Paul worked with him on the graphics for **Donkey Kong** and **Tai Pan,** and also on **Guerilla War, Scruples, Falcon** and **How to be a Complete Bastard.** The team is also working on the Amstrad version of **Powerdrift.**





# RDRIFT

## TRICKS AND PROBLEMS

To speed up the screen handling routine John divided the background into sections, up to 24 of which can be visible at any time. Problems arise when the ground level rises on 'hills', and the road goes off the top of the screen. A good deal of self-modifying code was required to overcome the program's confusion when this happened; the solution, as John says, "would cause a purist to have a heart attack if he saw the code, but it works and it works fast, which is the main thing!"

The other main problem was the sheer amount of code. **Powerdrift**



# TH





Greetings, mortals. You know, it seems like only five minutes ago that I last put quill to parchment and passed on my jottings to you. Doesn't time fly? Well, what has been happening in the adventurous world outside in the immense amount of time that must have really passed since we last met?

Various envelopes have landed on the doormat at chéz Sorceress, not all of them interesting and exciting, but one or two goodies have cropped up. I've mentioned a fanzine called **Spellbreaker** a time or two, and make no apologies for mentioning it again. The latest issue, number five, sees a marked improvement in format over the dire days of issue one, and it now contains all sorts of readable stuff that is very well presented. There's even a drawing on the cover that could well have been done by that person who does the court-room drawings for the BBC news bulletins when he (or she, who knows?) attended the press conference announcing the release of my latest aerobics video. A staggering likeness.

Actually, looking through the fanzine I can find no mention of who or what produced the cover illustration. I may sue for copyright. The contents, however, are well documented, and it is apparent that the editor (Mike Brailsford, who has hopefully recovered from his week of Haggis hunting on the Isle of Mull) has acquired a desk top publishing package and is using it wisely and well. There are no reviews as such in the fanzine, although certain programs do get a mention from time to time, but there are plenty of full and part solutions, hints and tips, maps and guides through mazes, all that sort of thing.

All good fun, and plenty of Speccy stuff in there. Apparently the number of copies going out has now entered the three figure stage, so if you want to joint the happy band then the address to write to is 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX. Sample issues cost £1.25, bu the way, cheques made out to **Spellbreaker,** which must amuse Mike's bank manager. I wish something would amuse mine. Anyway, well worth the money. There's also quite a few advertisements for home grown software, so in my usual subtle way I shall now spend some time talking about ... my latest aerobics video. No, I jest, I shall talk about home grown software.

A disturbing trend among some of the bigger companies is to abandon ye olde text adventure completely and rely almost entirely on graphics for the game play. This is not a very subtle move towards the so-called arcade/adventures, which owe about as much of a debt to adventure games as Kylie Minogue owes to Beethoven.

Some people obviously like arcade/adventures, just as some people obviously like Ms. Minogue (I was fascinated to discover that Kylie, in aborigine, means boomerang. Does this mean she'll be returning to the land

## CASTLE BLACKSTAR:

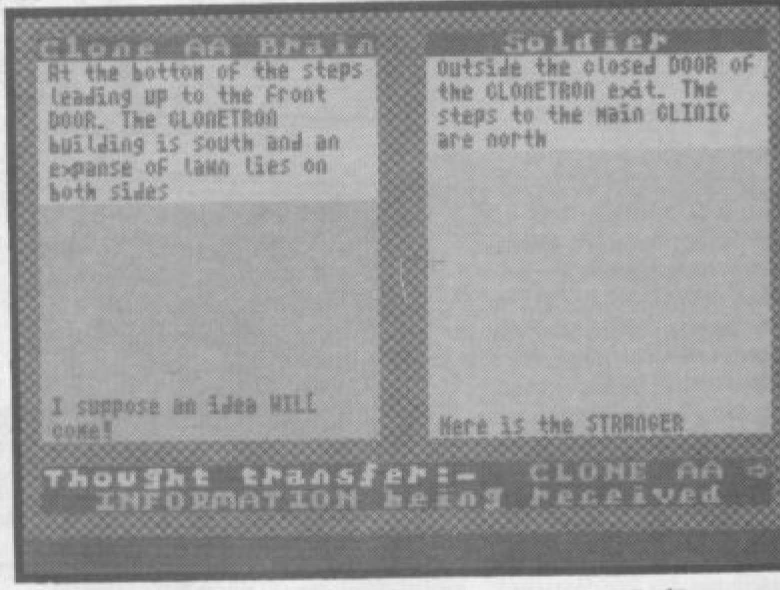
**(or in this case, finished!) get crown, drop dynamite, s, s, w, sail, d, n, n, bail boat, get boat, ne, n, d, wear crown, get sword, u, se, sw, e, close door, u, u, off lamp, s, e, e, e, e, e, ne, in, drop sword, drop crown, drop sceptre, drop clock, drop knife, drop ring, out, w, se, w, w, get broomstick, w, w, s, u, w, in, u, on lamp, in, d, d, sail, n, n, n, bail boat, ne, ne, fill lamp, sw, s, e, e, d, w, nw, d, e, u, d, d, n, n, w, w, d, n, n, d, get orb, u, s, w, u, e, e, e, nw, n, n, get dynamite, examine skeleton, push thronw, d, w, light dynamite, d, e, e, s, se, u, s, s, n, in, n, n, n, sw, s, w, n, nw, s, s, s, s, nw, nw, e, open door, u, u, off lamp, s, s, u, w, in, u, on lamp, in, u, off lamp, drop lamp, say abracadabra, u, u, touch stars, in, n, n, se, e, push button, w, n, n, say friend, in, say friend, out, give orb ... ENDS!**

## SPOOF:

**From the start: enter, yes, leave, n, n, answer phone, no, shout dave, yes, follow dave, enter boat, enter lightbouse, get rope, yes, leave, climb boat, u, throw rope, climb rope, get fleece, down rope, look, get rope, d, get coins, u, w, s, s, se, s, w, w, n, talk, yes, s, e, e, n, ne, n, w, get in, yes, use plaster, e, yes, drop armour, get key, w, w, give food, e, swim, kill monster, use bandage, exam monster, get ring, swim, se, s, w, get frog, kiss frog, e, n, ne, n, n, ne, e, drink grog, get wart, w, sw, s, s, sw, s, w, w, get barrow, e, get crown, get dress, e, n, nw, n, nw, n, w, w, s, s, give ring, give dress, give wart, give rope, e, s, w, s, s, e, s, e, s, s, get herring, n, n, w, n, w, w, s, s, e, n, unlock door, get key, open door, n, unlock door, open door, hello, give crown, get eye, get treasure, n, e, s, s, w, w, s, s, e, s, w, s, s, w, w, w, s, s, e, n, e, s, s, e, s, give coins, exam dragon, give treasure ... ENDS!**

# HE SORCERESS

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that threw her before long?), but an awful lot of people like Beethoven and an awful lot like traditional adventures. There's be an outcry if classical music were no longer available and there should be if the traditional adventure is threatened, but what do we do? Not a lot, we pander to the whims of the bigger companies and become converted to role playing games (not bad) and arcade/adventures (not good). Protest, dear reader, otherwise the traditional text and its modern cousin the text/graphic adventure will become as dead as the proverbial dodo.

Not everybody is going under, however, and praise be to the Lord of Adventures for people like Tom Frost. I mentioned his latest release **The Gordello Incident** last time around, and I do heartily recommend it. It's the first three part adventure I've seen that's in four parts. A minor glitch (computer-speak) in part three has now been rectified, so send your £3.95 to Tartan Software, 61 Baillie Norrie Crescent, Montrose, Angus DD10 9DT today! Support traditional adventures! Well, tradtional-ish, there have to be a few changes otherwise we might all get a bit fed up. As long as you can write a solution down in terms of "go north, take key, open safe" rather than "zoom up to that purple thing at the right hand side of the screen and zap the Thurgoid that comes down three seconds later" we'll be all right.

Adventurers' joke. Question. What's the difference between a coconut and Henry Mueller? Answer. You can get a drink out of a coconut. Ho, ho, ho, many thanks to Paul Whyte and his "softlee softlee catchee Mueller" jokes.

Where was I? Oh yes, home grown adventures. Most of them cost a good deal less than the more "successful" stuff that's available in the shops, which is due in part to everyone along the line wanting their ten per cent (or more) of the profits. Thus the price increases inordinately, perhaps also to pay for the licensing rights to produce an adventure game based on, say, **The Interceptor.** Isn't that program just TERRIBLE?! Purveyors of home grown software do not have these problems, and for your few pounds outlay you get a relatively traditional adventure that sticks to the simple rules of providing knotty puzzles in decent settings with plenty of interesting text to read. Tom Frost is one such at 44 Hyde Place, Aylesham, Canterbury, Kent Cl3 3AL.

Companies like **Zenobi Software** are also on our side, with their team of half a dozen authors or so, and they do lots of special offers like two games for £3.50 and all that. They also seem determined to put something extremely silly on the reverse side of each adventure, so another company that is well worthy of your support. Zenobi live at 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX.

I'm not quite sure what a "brand new traditional graphic adventure" might be, but **Softel** have produced the very beast in a game called **Highthing,** nicely priced at £2.49. Another Scottish mob, their abode is Talisker, 1 Braid Drive, Glenrothes, Fife KY7 4ES. They quaintly include Scotland as part of their address, but I'm sure even the GPO could manage to find Fife. Clive Wilson is the man to write to there.

Wait a minute, five addresses given, three of them in Scotland, does this mean that sixty per cent of the adventure world is Scottish? The skirl of the pipes, will ye no' come back again, MacSorceress? Och aye!



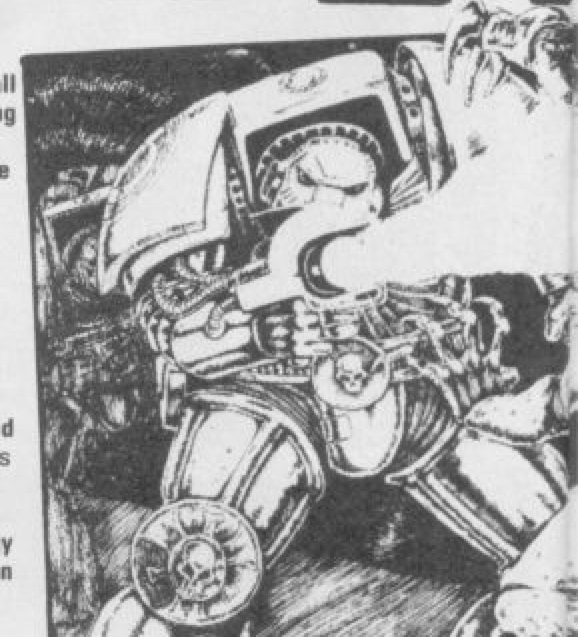


## WITTS END

**CASTLE EERIE:** In the old granary you need to light the torch to see, and the iron bar to open the trap door. In the damp cellar, sweep away the dust with the broom to find a plank. Make sure you extinguish the torch when you leave the granary. The battery has a short life, so don't keep it on any longer than is absolutely necessary. Examine the piano in the music room for a piece of wire. In the control room, pull the green lever to switch on the power and pull the blue lever to switch off the alarm on the main gate. Remove the chain from the inside of the main door but don't open it. Get the ladder from the hut and open the door from outside. Close the door immediately you are inside, the guards are very quick to spot an open door. Open the grandfather clock and search it to find a key … to be continued.

**BLACK KNIGHT:** In the baron's chamber, examine the bed and the furs to find a knife. In the stable, examine the tools twice to see a hammer and a rake. In the great hall, rake away the rushes to reveal a trap door. You will need the lance to open it. In the cellar examine the rushes whilst holding the lodestone. A key will stick to it. The key unlocks the chest which contains a rope. Fill the bucket with water at the river. Pour the water on the doorstep in the courtyard and sharpen the knife on it. With the sharpened knife, cut open the pillow. It is stuffed with oats … to be continued.





This month – more on play-by-phone games and some Warhammer source material from Games Workshop . . .

Ever played any of those Lone Wolf solo role-playing books? Well if you have, you've joined literally millions of other punters who have entered the World of Magnamund as Lone Wolf and duffed up the purveyors of evil – and made author Joe Dever a happy man into the bargain!

Now, however, you can take up the challenge of Magnamund via a phone game – it's called The Fortress of Doom. This is a bit different from some other, older games in that you don't have to have a tone phone or tone pad to play – all the choices are made by you calling out specified numbers and the computer recognising – most of the time – what you have said, and acting on it. Considering the sophistication of the technology involved and the quality of the average phone line in the UK, the system works pretty well.

The game itself is of excellent quality, both plot-wise (to be expected from Joe) and in the sound effect department. In The Fortress of Doom you are escorted to the island of Kor, which is surrounded by lighthouses generating an energy field that keeps the evil that lurks on the island trapped.

You are given a mysterious red gem that allows you passage through the force field onto the lake and beyond. Naturally, losing this will mean you can't get back to civilisation even if you win. Tough business this here stuff, eh?

The quest is to get a Lorestone thingy – kept in the castle (by unknown dark forces, probably) and get back to safety. In fact, this first game is only Part One of the adventure – in Part Two (not scheduled to start until latter in the year) you get to enter the fortress and battle with whatever lies within.

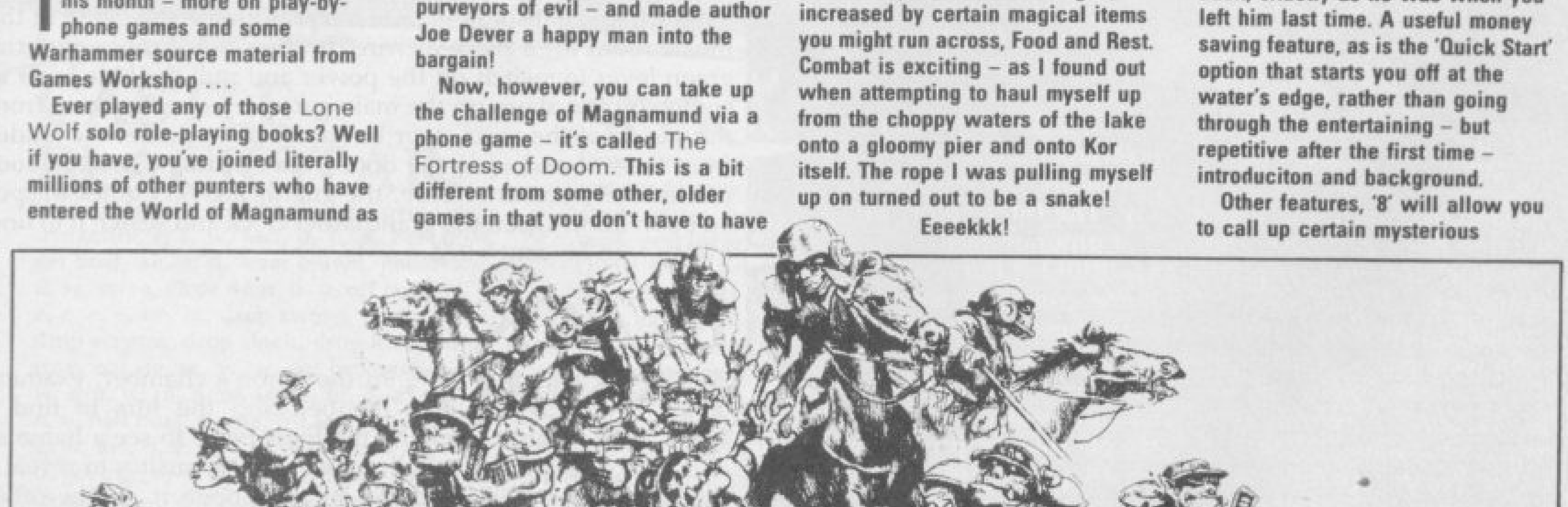
The game system is quite simple. Stats are kept to a minimum with the only one being Endurance . . . reduced by wounds and fatigue, increased by certain magical items you might run across, Food and Rest. Combat is exciting – as I found out when attempting to haul myself up from the choppy waters of the lake onto a gloomy pier and onto Kor itself. The rope I was pulling myself up on turned out to be a snake!

Eeeekkk!

When in a combat situation you have three options. 1 = Attack (with your trusty magical sword), 2 = Defend and 3 = Dodge. You have to make a choice each round, the start of which is signified by a beep. It can go on for quite a time, building up the excitement as you get hit, then strike a serious blow back. Gripping stuff. I finished off the Giant Snake, incidentally, then saved my character using the Time Freeze option by pressing '7'.

By selecting this option the system will issue you with a seven figure number which, if entered at the start, will bring your character back, exactly as he was when you left him last time. A useful money saving feature, as is the 'Quick Start' option that starts you off at the water's edge, rather than going through the entertaining – but repetitive after the first time – introduciton and background.

Other features, '8' will allow you to call up certain mysterious





'Warrior Skills', called Kai Disciplines, that will help you in certain situations. Lastly, '9' will tell you how many Kai points you have accumulated – which you get for solving puzzles, successfully using your Kai Disciplines, finding objects and killing enemies. And lastly there are monthly prizes for mega-beings that get loadsa Kai points.

The whole thing is estimated to take anything from 15 to 20 minutes from beginning to end – assuming you make all the right choices. But if you consider that there's almost 2.5 hours of sound stored on the special machines that control the game, that's a lot of scope for going wrong!

Chances are if you liked Joe Dever's books, then you'll find the phone game fun (subject to advice below). Try it on 0898 400 341.

One other phone game on line at the moment is the spooky Dial Doctor Dark. This one has a completely different, more intimidating atmosphere than Fortress of Doom – rather than boing out as a swashbuckling hero, you creep around a deserted haunted house, trying to find the nine members that, when you stand in the Pentagram will summon Hoas – arch nasty to do battle with you. Beat him, make it out of the house and you'll win cash prizes and a chance to win a trip to the States, plus a possible walk-on part in a horror movie!

Dial Doctor Dark can be used either via tones or voice – and the system has some useful money saving features in that the long descriptions of any location can be skipped, making progress through areas you have covered before much faster than some other games. Nice one.

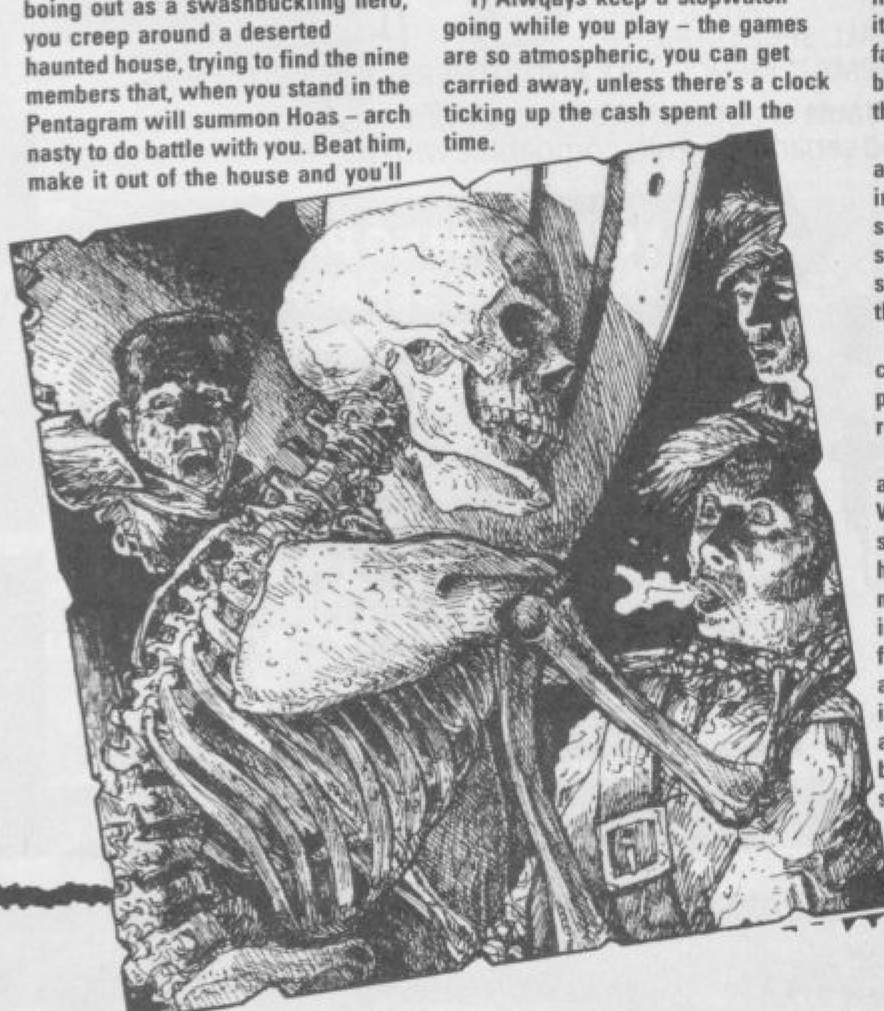
Here you have a single stat called Stamina. You start at 100 and, guess what, die when you get to zero. Dr Dark is an interesting game (on 0898 345 096) – if a little verbose on occasion – so much so that I found myself on it for 20 minutes. Ouch! Which brings us to some **VERY IMPORTANT** points you have to bear in mind when playng these games, fun though they are.

Through no fault of the game operators – 'cos the rates are set by BT, y'see – these games are expensive, by anyone's standards; 38p per minute at peak and standard rate, 25p per minute at cheap rate.

20 minutes? That could be almost £8.00! That's not £8 cash, it's £8 on a bill that you might not have to pay personally. If you don't take precautions, playing any phone game can be a recipe for financial disaster. Keep two things in mind:

1) Alwqays keep a stopwatch going while you play – the games are so atmospheric, you can get carried away, unless there's a clock ticking up the cash spent all the time.





2) Always, always, always get permission to play a game from the person who pays the bill – before you start. Agree how long you're going to play for and how much it is in cash! Write it down, then stick to it! As all the games have save facilities now, you can always come back and play another time. Got that?

Follow these sensible guidelines and phone games becoma a new, interesting part of the whole spectrum of games around that'll stretch you imagination. Just make sure it doesn't all become sour when the bill arrives.

Finally just time for a mention of a couple of new Games Workshop products – the most recent two to roll off their production line!

Both are bound collections of articles previously appearing in White Dwarf – plus some other new stuff, both priced £9.99. Although the hardened collectors might have the majority of the info in their back-issues, I suspect that most of us will find this kind of compendium useful, as the information can now be found in a single volume (rather than assorted mags all over the bedroom!) and there is enough new stuff to spice things up.

For exponents of Warhammer 40,000 the Warhammer 40,000 Compendium, in softback and running to 200 pages. This has a hell of a lot of useful material in it that will slot into any good campaign.

Secondly, we have The Restless Dead, a complete campaign for the Warhammer Fantasy Roleplay system, together with some updated combat and magic rules. The scenarios are detailed and well thought out – very much so in some cases – my favourite being a night of chaos and carnage at an inn. Saying any more might give away too much to any player-characters that play in the game, but it looks wacka, wacka, wacka! Stoutily hardbound at just over 100 pages, it's all up to the usual Games Workshop standard and will be useful for Warhammer Fantasy GM's who need some help in the campaign dept.

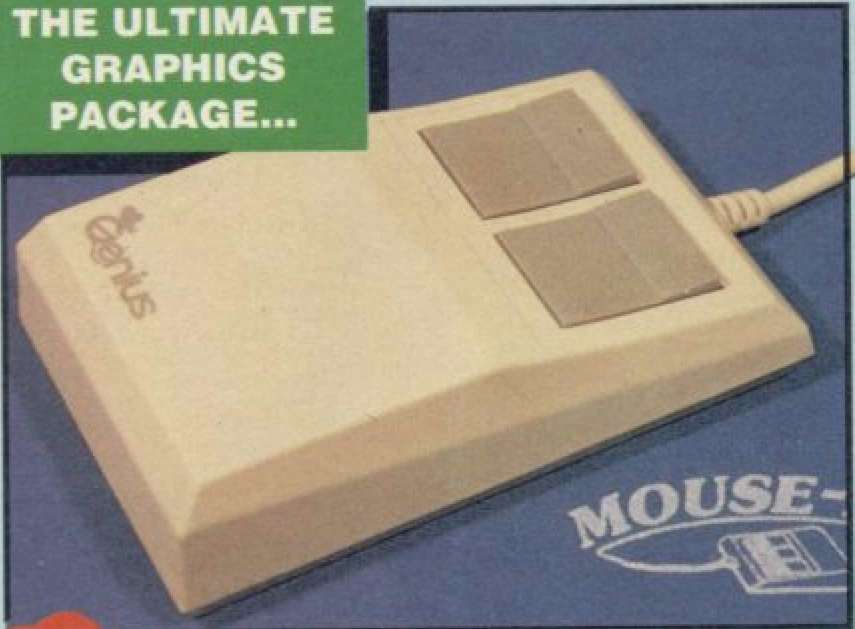
Its address – Chewton St, Hilltop, Eastwood, Notts. That's it for this month – next, more PBM, fighting by phone and some board gmes for the younger amongst us . . . although that won't stop the crinklies having a go,I bet.

Till then, if you have, let's hope it stays that way. Chill then . . .


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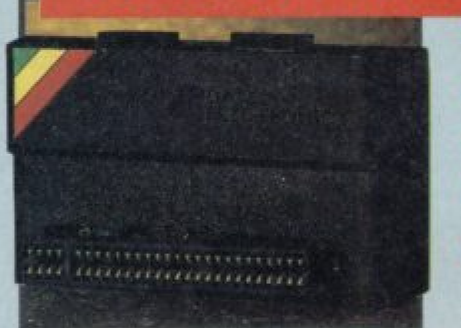
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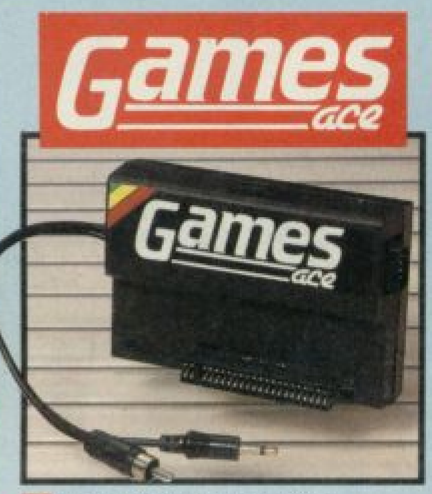
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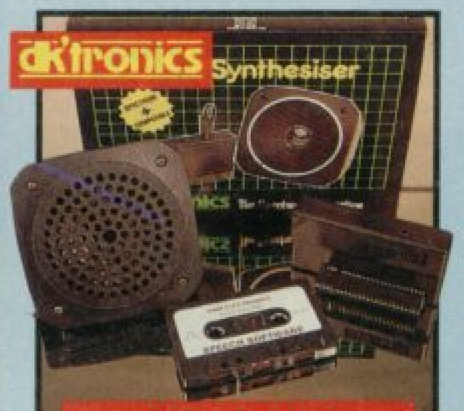



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GAMES REVIEW!

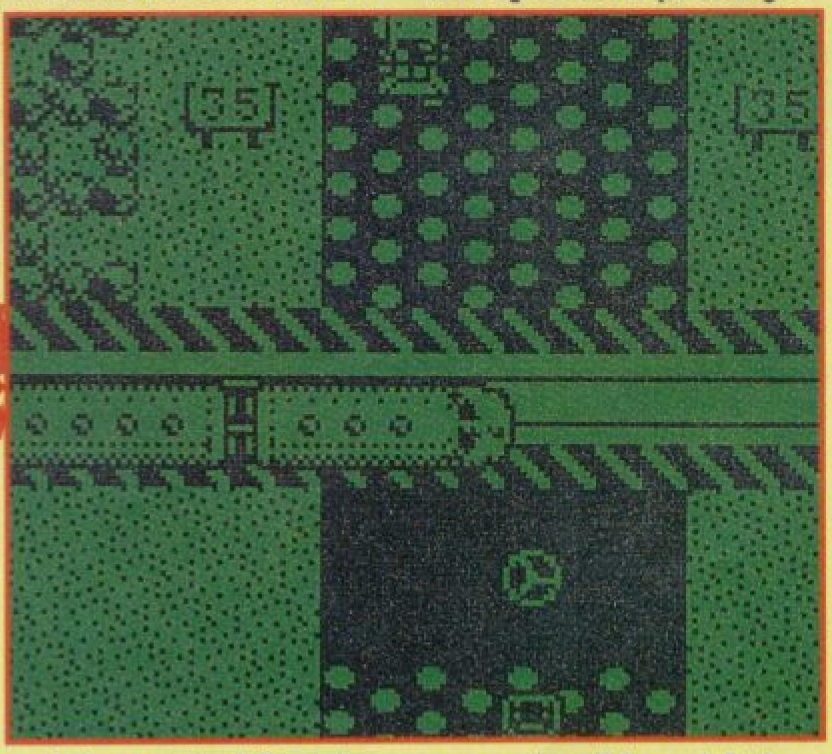
# A.P.B.

**Woop! Woop! Woop!** APB **(All Points Bulletin) is like a cross between** Grand Prix Simulator **and** Chase HQ. **And does it hold together? Well, not quite, actually.**

**The premise of the game is that you, Officer Bob (?) are out on the mean streets, patrolling for reasonably minor offences like littering and vagrancy when – woop! woop! – an APB comes over the radio and you must wade in with the big boys and take on serious criminals – bank robbers, drug dealers and the like.**

**The screen is viewed in monochrome from above and the criminals need attention on the current shift. Initially there is a training exercise involving collecting cones with "arrest me" written above them. This act is performed by driving towards them and holding down fire. Ahead of your car (at an escalating distance indicating your speed) a "pull over" message floats in the air. Once you've held this sign on the target for the desired amount of time, you will successfully apprehend the suspect.**

**Hardened criminals are obviously unlikely to respond to a single weedy instruction to stop. They may need a great deal of persuading or**



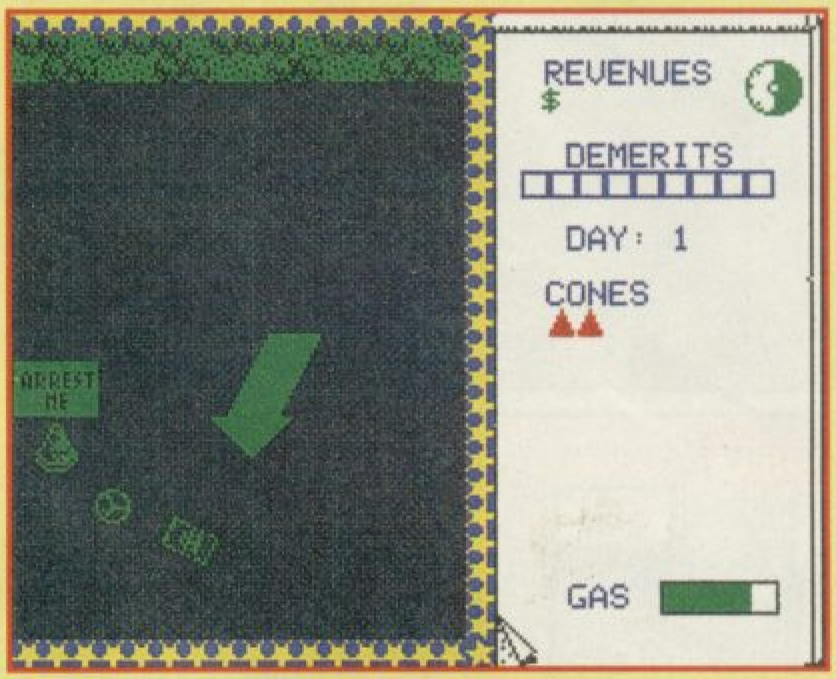

**controls are revolve left, revolve right, accelerate and decelerate and PUT ON THE SIREN!**

**Putting on the siren is the equivalent of firing for most day to day use.**

**Before you go out on patrol, you are briefed as to what sort of**

**even running off the road. Each "collar" will add to your score. You've only got until the end of the shift to make your allocated number of arrests. Fail, and you'll be booted out of the force.**

**Where** APB **fell down for me was the gameplay. I'd accepted the**




**rather ropey graphics, and was sure the action-packed gameplay would remedy all. Alas no. The problem is that a car chase game should involve a lot of driving very fast and a lot of smashing about without a great deal of accuracy. Alas, the** GPII**esque overhead view prohibits this. I found that as soon as any reasonably exciting speed was reached, it was impossible to make**

**entirely unfair places and catch speeding criminals, or drive around woo-woo-ing innocent passers by. However, despite all of this, actually playing the game doesn't really appeal.**

**It isn't possible to slide around properly either. It would have been much better were you able to slide the tail around rather than spin about like a top. Again, this saps**




**any of those exciting, tyre squealing moves. This may well make for an accurate driving situation, but it means you spend the whole game PC Plodding around the town.**

**Any attempt to speed up the pace to, say, the speed of other drivers on the road resulted in irritating crashes which, after a concentrated attempt at a high speed chase left me far from being a laughing policeman.**

**The theory of the game holds together quite well; you can act just like a real policeman and hide in**

**some of the excitement.**

**There are lots of features, like being penalised for mowing down pedestrians, and the APB which issues a description of the sort of car your next arrest should be driving and what exactly he has been up to. Unfortunately, those don't really make up for the other points.**

APB **has a number of good features. It may well be a fine purchase to fill a few hours, but it doesn't really have much "grab" quality.**

ARCADE REVIEW

## FAX BOX

***APB*** *Label:* ***Domark*** *Author:* ***In-house*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

| GRAPHICS | SOUND |
|---|---|
| 60 | 68 |

PLAYABILITY | LAST ABILITY

***Run of the mill plan view car chase. Some nice touches***

Reviewer:

OVERALL **63**

10 20 30 40 50 60 70 80 90

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# GAMES REVIEW!

# OPERATION GUNSHIP

If you've been wondering why you haven't seen the Oliver Twins down the local Asda recently, we'll tell you why. You see, they've locked themselves away for the last four months to write their latest Opus Majestica Operation Gunship – not to be confused with Operation Wolf and Operation Thunderbolt (the Taito coin-op blockbuster), Operation Overlord (the WWII Nazi-buster) or just plain Operation Appendectomy (the NHS gutbuster).

Well, so satisfied were Mr and Mrs Codemaster with the result, they almost chucked this out at full price – but out of the kindness of their hearts they decided you could have it for less – £2.99 to be exact. But is it any good?

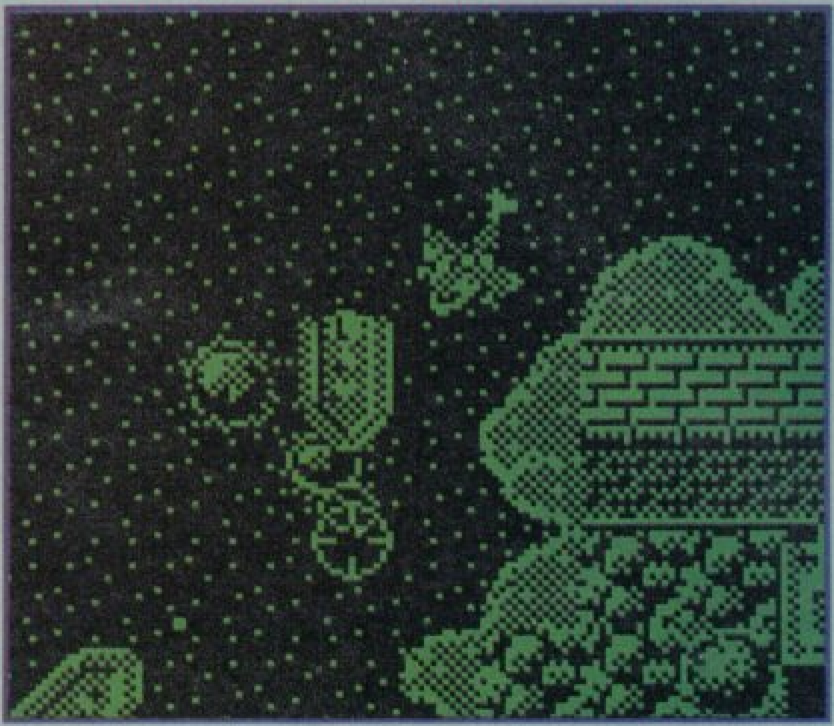
Hummmmm... do you remember a game called Raid on Bugeling Bay where you controlled a helicopter from a top down view and whizzed around, shot things up and tried to win a war? Well, combine it with that Atari Games classic, Chopperlift, where you flew a helicopter from a side view, blasting buildings and picking up hostages, and whaddya get – oooh look Mum – it's Operation Gunship.





Well what the hell – there isn't anything new on this earth anymore, and when you get down to playing the thing, Operation Gunship isn't at all bad.

On each level, you have to pick up eight prisoners (some are in buildings that you have to bomb first, while others are just hanging out on the island) and take them back to your home base. Problem is, when you do pick them up, you have to hover over them for a bit while





they climb up the ladder. And while all this is going on you've got assorted tanks, emplacements, helicopters, etc, lobbing their loads in your general direction (kerpheweee!!).

If (when) you get hit, your armour level – shown by a gauge on the right of the screen – goes down. If it reaches zero, that's it...Game Over. There's also a fuel gauge on the left and that acts as a timer. Run out of fuel and that's it too – although you get refuelled and rearmoured when you complete a level.

In fact, the first level (there are five in all) is dead easy. You can ignore the enemy and just pick up the boys, no problem. The second level is another matter. By then the opposition is very angry indeed, and has called for reinforcements (in the shape of jet fighters) and re-armed with heat seeking missiles. This makes the game very hard work. Challenging even. It's not as if you can be too liberal with the explosive substances yourself – as you have limited supplies – although you can pick more up if you go back to base.



So there you have it – a competantly programmed game which, although unlikely to have you breaking out in an adrenaline induced sweat, has a certain addictiveness and definitely has enough playability and lastability to justify the minor investment involved.




**ARCADE REVIEW**

**FAX BOX**

***OPERATION GUNSHIP:*** *Label:* ***Codemasters*** *Author:* ***Oliver Twins*** *Price:* ***£2.99*** *Memory:* ***48K/128K*** *Joystick:* ***Sinclair – but keyboard recommended.***

***Above average chopper fun (ooer).***

| GRAPHICS | SOUND |
|---|---|
| 71 | 75 |
| 70 | 77 |
| PLAYABILITY | LAST ABILITY |

Reviewer: John Cook

OVERALL **74**



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# WIN A WARLOCK!



**Waltz off with a Warlock jacket thanks to Medusa Video! (Oh, and 10 copies of the video tape are up for grabs too!)**

Wooo! There's a fearsome lot of witching and a wailing goin' on in SU Towers of late. Yes indeed. Things just haven't been the same around the office since we've been courted by the PR people at Medusa Video.

It started off innocently enough. A slightly creaky but pleasant enough voice at the other end of the telephone suggested we announce the release of the spook-riddled epic Warlock on video cassette. They sent us this rather stylish jacket (modelled here by the gorgeous "Nat" – Photo by Jenkinos, styling by JD at Sinclair) which we thought was damned nice of them. Then they sent us 10 copies of the vid as well. Oo-er.

Now, don't get us wrong. It isn't that we're not grateful, but so much spooky psychic energy just can't be held together in one place for any period of time. The sky nearby had already begun to turn doomy purple in colour and frankly we're keen to offload this stuff before Lucifer pops in for a visit.

The solution? Simple. We scatter the jacket and the tapes all over the country so as their horribleness is diluted. Now, the best way to ensure a fair and even distribution is by asking the bravest among you to write in and answer a couple of spook-related questions. The person we reckon is the most brave (the first out of the sack) will be asked to look after the Warlock jacket. And the following 10 will be entrusted with copies of the video.

Send your entries to "I'm not afraid to endure the searing wrath of Satan", Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF.

## The Questions:

1) Which of these words is another term meaning a "kooky old spookster"?

A: Walrus B: Wizard C: Weeble

2) Which of these words is another term for a "lovely sexy jacket"?

A: Jerkin B: Jehovah C: Jobbie

3) What was odd about the Greek mythical character Medusa?

A: She had a lot of snakes instead of hair B: She had a wig instead of hair

C: She had hairy legs

## Rules:

No employees or relatives of employees of EMAP or Medusa Video are eligible for entry. The competition closes on October 31st. This competition is only open to readers of 15 years and over (it's a 15 cert movie). The Editor's decision is absolute and final. No correspondence will be entered into. Entry to this competition signifies understanding and acceptance of these rules.



**WIN A WARLOCK!**

1) ..........

2) ..........

3) ..........

Name ..........

..........

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As the leisure industry cranks itself up for the huge autumn assault on our senses, we take a look at a trio of the wierdest and most wonderful coin-ops shortly to appear in an arcade near you. This Month there is space combat, and spy sauciness .

# COI

## Temco Warrior-Temco




Temco Warrior remains me a bit of Golden Axe. It's right to left scrolling, fantasy scenario, one or two player beat 'em up. Unfortunetly, it doesn't have the quality of graphics or sound to back up what is quite a neat gameplay idea. Your Warrior battles away against bizarre looking monsters, and can mutate into one of two (to begin with) forms. Rinding on the back of a huge giant, or on the back of a leopard, each with slightly different charatoristics. The controls are simple and the gameplay is quite fun - particularly when you jump onto an ememy and beat them about the head wi' fists - but the sytlised crude graphics detract from what might have been a fun effort. A bit second division.

**FAXBOX**

Golden Axe-a-like. Graphically iffy, but maybe okay for a look.

Graphics 7 Gameplay 6
Sound 6 Addictiveness 5
Overall Rating **6**

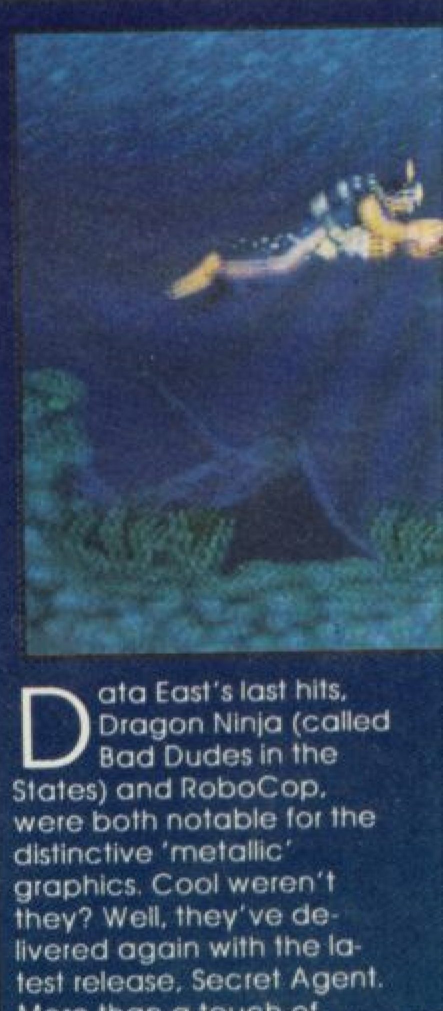
## Escape from the Planet of the Robot Monsters - Atari Games

These Reptilions, right? They're evil, right? They live on Planet X, right? They've captured loads of humans and are enslaving them to build a robot army that is destined to destroy Earth, right? Bloody Hell!!! That must mean that the fate of the world is in your hands - cos you are the only guys hard enough and good looking enough to go in there and ray gun the alien fiends to bits! Go for it, kid!!! There you

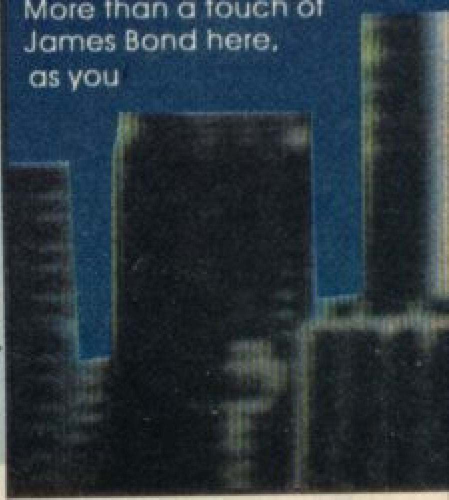


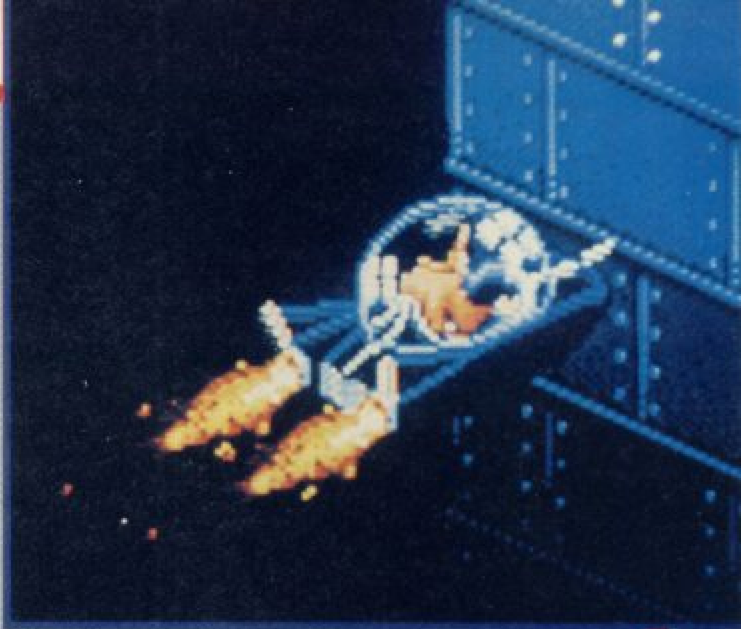
have it, Escape from the Planet of the Robot Monsters (we'll call it EFTPOTRM from now on, OK?) is a tounge in cheek, Sci-Fi rip, which has two of the most talented guys in the Universe, Jake and Duke,(you can be either - or with a friend both go at it) zapping away at the monsterous alien creations until the phasers start melting. And it's really jolly good.

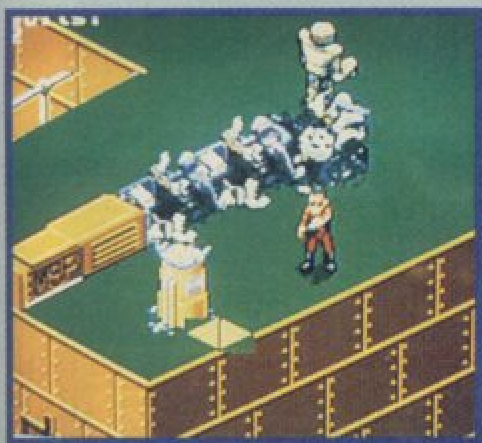
Gameplay is straightforward, but as a trade off the graphics are fab cartoon quality, the sound is cool and the overall effect is very appealing. You beam down to each section of Planet X and have a number of concurrent tasks occupying you. Directives: 1) Blast away at silver robotty things that come towards you zombie-like (as they kill you when you come into contact with them). 2) Watch out for the orange ice-lolly shaped robot guards who fire shots at you (you can duck or jump to avoid these). 3) Resuce the human slaves by bumping into them - and therefore beaming them up to the rescue shuttle craft. 4) Blast the hell out of all the sophisticated equipment lying around - not only is it great fun, but you get extra points for this too! 5) Get extra fire power, strength and bombs by collecting blue smarties left after you zap robots, breaking into food lockers, and liberating bomb lockers, re-



Data East's last hits, Dragon Ninja (called Bad Dudes in the States) and RoboCop, were both notable for the distinctive 'metallic' graphics. Cool weren't they? Well, they've delivered again with the latest release, Secret Agent. More than a touch of James Bond here, as you







spectively. 6) Don't stay on the spot too long, or a droid will come out of the floor and start doing very unplesant things to you. When you've completed a level, you go onto a bonus section where you drive a space sled trough a maze....if you make it through within the limited time, you get a bonus and can choose which section wise, the computer will choose for you. Generally after zapping a factory level, you get to fight a Reptillion Guard - who looks a bit like one of the Instant Mash robots - only 60 foot high. You'll be needing a few bombs to take this baby out! Easy to get into, you'd be a hard man to pass this unit by without lobbing a few 10p's in its direction.

**FAXBOX**

Comic book style heros slug it out against the Ultimate Evil leaving only one quesiton - are you tough enough?!!

Graphics 9 Gameplay 7
Sound 8 Addictiveness 8
Overall Rating 8

# Secret Agent - Data East



have to beat up on a load of international terrorists who have kidnapped the President and are holding the world to ransom with strategically placed nuclear devices. Got that? And it's Action, Action, Action all that way, matey boy! For starters, you jump out of a plane and have to shoot the kahki clad bounders as they pass you in free fall. This is not easy and the 125mph wind tends to mess up the hair. Dispose of enough Reds (whoops..umm..peristroka and all that...that should be terrorists) before you make serious friends with the ground and your parachute will open - leaving you to get on with the next bit - a horizontally scrolling shooty. Zap the Ruskies (ah..or maybe they're fur clad Lybians), pick up extra weapons, etc, etc. Wiping the gore off the Guchis, lets try a bit a motorbiking (life in the fast lane, maaannnn!) with a difference. You get to blow anything in your way to little bits - wheelie to



maim airboune Commies (albeit vote casting ones). Then...gasp, pant, tounge-out-in-panting-breathlessness...more stuff, but now you have to put on yer scuba gear and make it with the harpoons. Tell you what, they's a lot in this game, and it's no holiday being a Secret Agent. But at least you get your hair gel on expenses.

**FAXBOX**

It's a mission-a-minute, save-the-world extravaganza - simple gameplay, but it's fun, fun, fun!

Graphics 9 Gameplay 8
Sound 8 Addictiveness 7
Overall Rating 8

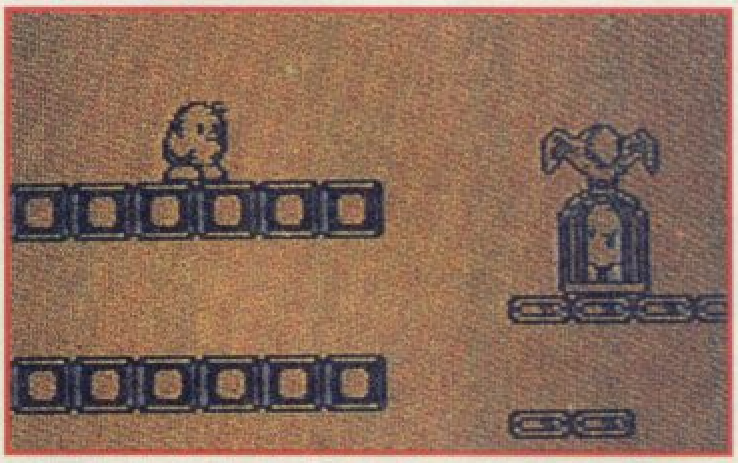


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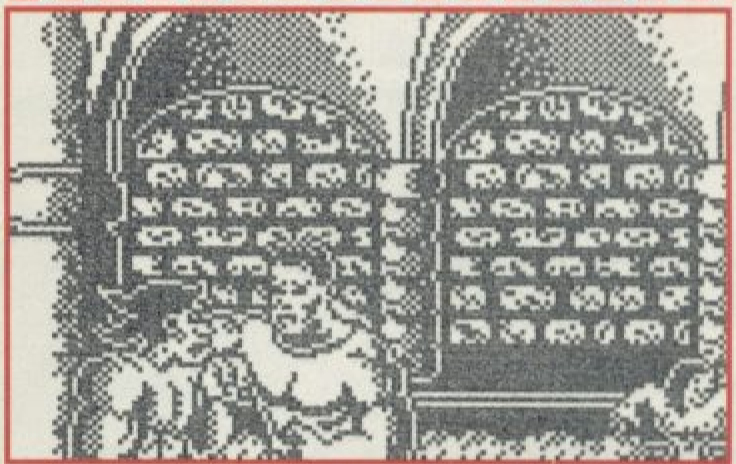
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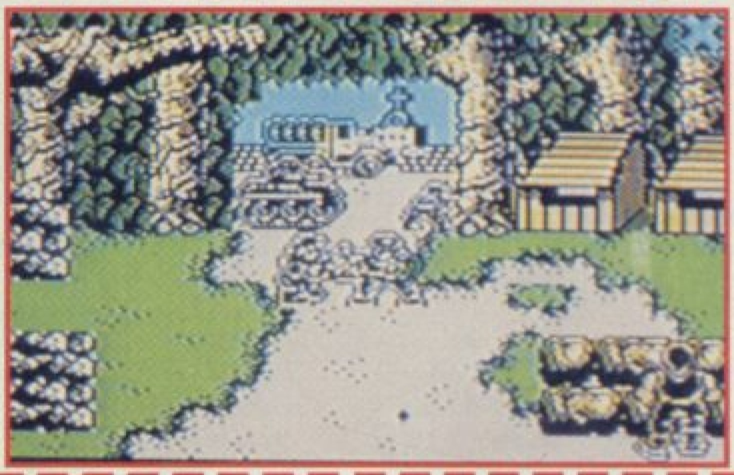
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# HOW T

ASCII code nightm
disassemblers? Baffle
problems with program
or not, Andrew Hewson
and he'll be investigatin
say "Ram Dos Buffer

# ... DOES A SPRITE ROUTINE WORK?

**From** the people who write in with questions for this column, a lot frequently ask 'How do you go about designing a sprite routine'? The problem with sprite routines is that there are many different types of routine that are really specific to the game in which it is operating.

Take something like 'URIDIUM' for example, it was based around a scrolling background with sprites moving over the surface of the spaceship. Due to the highly complex nature of the scrolling system, the sprite routine was optimised to work in that game only. A simple platform game on the other hand is a lot simpler than a full blown 3D type game and correspondingly the sprite routine is different in each case.

We shall look at the principles involved this month and next month I will have a super smooth sprite routine for you to try out.

## FLICKER AND SHEAR

Ok! What is flicker or shear? First I will explain flicker. Your television monitor works on the principle of a raster scan. When you are watching a broadcast programme on TV, the picture you are watching is updated 25 times very second through the action of a pin prick of light (an electron beam) which traces out the picture starting at the top left corner and scanning line by line as shown in **figure 1.**

When the beam reaches the bottom right corner, the beam is switched off for a fraction of a second and it is directed back to the top left corner ready for the next scan whereupon it is switched back on again. The beam scans at a rate of 64 microseconds per line for 625 lines deep. The Spectrum interrupt incidentally is synchronised to occur at the beam 'flyback'.

Before I go into any more detail, please not that the actual TV scan is a little bit more complicated in that the scan is done at a rate of 50 times a second with two scans of 312.3 lines per scan. Also, although there are 625 lines in total, only around 575 are visible. As far as our Spectrum is concerned, we can observe the display system like this:

1 At the time of a Spectrum interrupt, the TV beam is at the top left corner of the screen. The first part of the beam outputs is the border at the top of the screen.
2 Approximately 3.5 milliseconds later, the beam is scanning the screen memory and is updating our screen. The screen is 192 lines with a piece of border at each end.
3 The screen memory scan takes approximately 12.5 milliseconds.
4 The beam is now at the bottom border section of the display and is going to take another 3.5 milliseconds or so.
5 Once the beam has reached the bottom right corner (after 312.5 lines), it is blanked and flies back to the top left hand corner ready for another fame update.

The above five steps are carried out 50 times a second using only 312.5 lines unlike the broadcast TV which uses the other 'in between' set of 312.5 lines. If you get a magnifying glass and look at the monitor screen of your Spectrum while it is displaying something you will be able to see a small black gap in between each pixel row. This rather complicated sounding system is based around the findings of early cinema pioneers who discovered that 25 frames per second was enough to convey the appearance of a moving picture without your eye detecting the effect of separate pictures – hence TV evolved along similar lines (no pun intended!).

Right, back to the plot. If we copy the relevant sprite data to the screen memory very quickly, ie we are outputting a sprite. Then providing the TV beam is scanning a part of the screen memory which is after our sprite or well before it, the sprite will be updated perfectly when the beam next reaches it. In other words, the perfect sprite system would be able to write the sprite data to the screen memory in an infinitely short period of time – during frame flyback say. Once the beam starts updating the screen then all the sprites would be output as well.

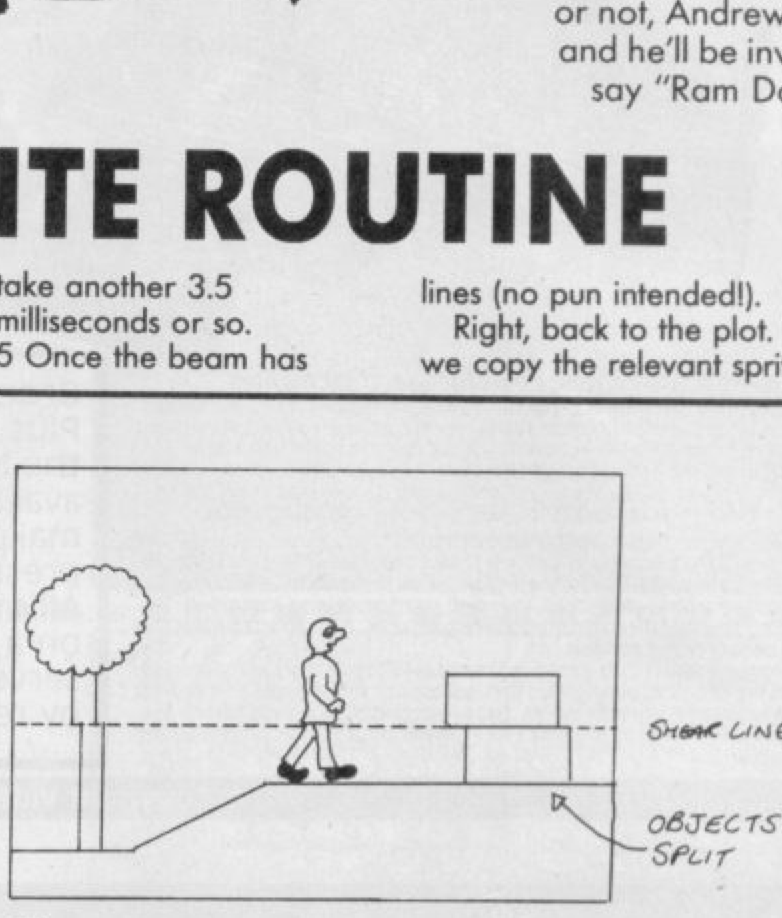


**Figure No 3**

However, the ideal sprite system is just a pipe dream on our Spectrum. The cause of flicker is that our eye can see the background poking through all or part of the sprite in between the updating of the next sprite frame. To prevent the background 'showing through' we have to design

# HE HELL!..

…ares? Disillusioned with
…d by bytes? If you're having
…ming, whether they alliterate
…is your man. Drop him a line
…g the problem before you can
…Interface Edge Connector"

the sprite routine around the principle of 'never erase the sprite'.

'But how can we make a sprite move around the screen if we don't erase the old frames?' The answer is that we draw the picture to be output in a separate workspace area of the memory. After the picture is prepared, we output this workspace screen to the main 'visible' screen — overwriting what was there before at a rate of anything quicker than about 60 milliseconds. As most of the screen will consist of the same data, the only parts of the screen to change will be the sprites in their new positions. The new positions will typically be no more than 1 character square away from their previous positions and the net change to the screen will be very small. More importantly is the fact that sprites are never erased.

See **figure 2** for a graphic illustration of the method. This workspace screen method was used in many games including Manic Miner and Jet Set Willy where the press at the time thought the animation and sprite output was exceptionally good.

We are getting quite technical this month with talk of rasters and electron beams and have not quite finished yet as we have not looked at shear. If you dig out your grubby copy of Manic Miner and can remember how to play it, look at the sprites very carefully and on some screens you will see the main character 'Willy' lean slightly with the appearance that there is a split through his torso with the upper and lower halves slightly skew wiff (**figure 3**). This effect is shear. The TV scanning system is responsible again but admittedly the effect is less of a problem than flicker.

What happens here is that the workspace screen is transferred to the main screen as described but the TV beam is racing through outputting the screen faster than the copy workspace-screen routine. If this hjappens then any part of the screen which changes after the raster has passed through, will only be output to the TV monitor 20 milliseconds later on the next scan. On the Commodore 64 for example it has a register commonly called the 'raster compare value'. There is a counter in the video circuitry which is compared with this 'raster compare' value. If the two numbers match then an interrupt is generated.

On the C64 this is used to split the screen into two or more different modes vertically at a predetermined point. No such luxury on the Spectrum though! So we are really stuck with shear but we can minimise it by doing the copy routine when the beam is just starting its scan ie do a HALT immediately before the copy.

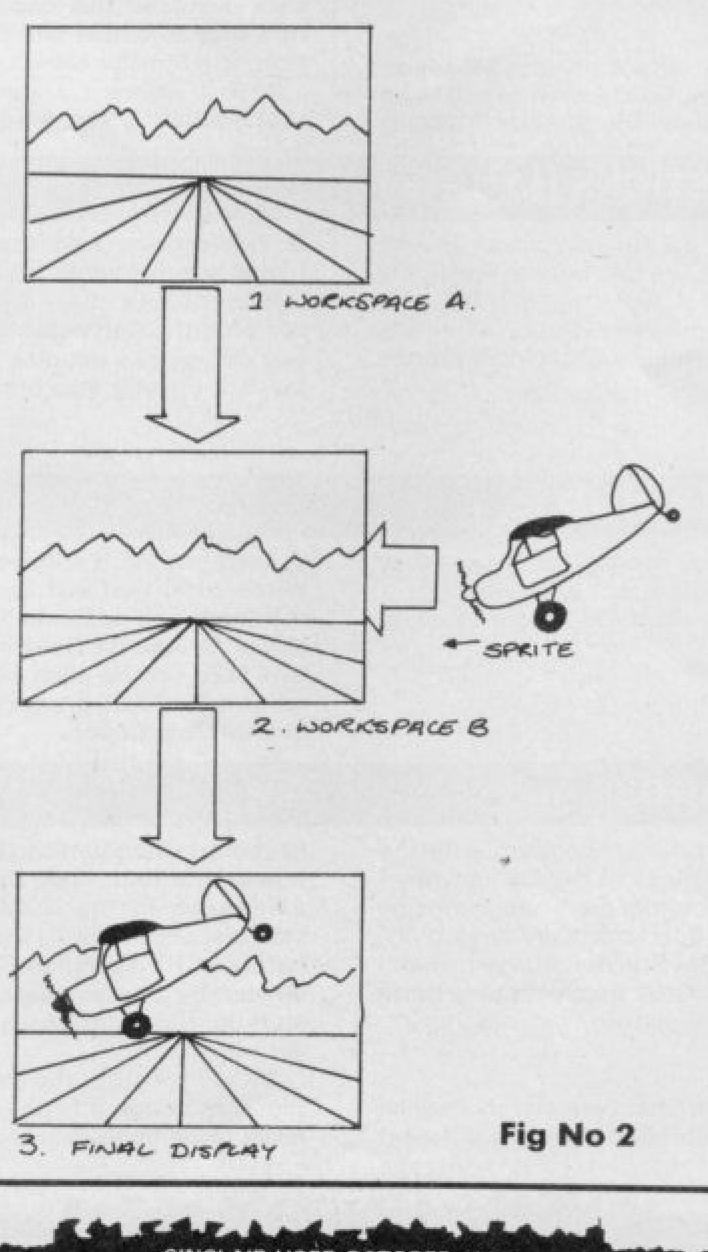



Fig No 2

So now we know how to reduce the little 'bugs' which spoil sprite routines we can break the actual routine down into several stages:

1 Initialise Workspace A with the background screen.

Now we do the following operations in a loop:

2 Copy Workspace A to Workspace B.
3 Draw in out sprites to Workspace B.
4 Copy Workspace B to the main screen.
5 Move sprite co-ordinates etc and loop back to No 2.

The only tricky bit is that our sprite draw routine and the copying of various workspaces must be done at lightning speed. All the shuffling of data involved in this system is wasted time in that we want it to happen in zero time. Lots of data are being moved around with this system and most of it doesn't change — an obvious time waste. Hoever, look on the bright side, all the erasing is done automatically and in converting a program designed this way for other computers, only the final copy routine needs changing. Get your assemblers ready for next month and try out the sprite routine.

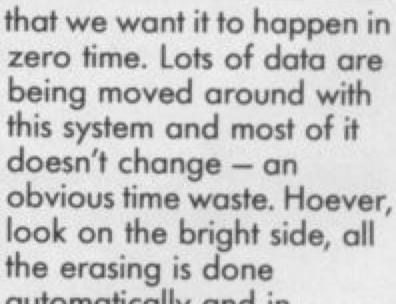


Fig No 1

# I'VE GOT THIS PROBLEM

## . . . with drawing big dumps

I've got a parallel interface from Sunshine, and a Shinwa CP–80 printer, all connected to my ancient Spectrum 48K. I mostly use it for screen dumps, using a drawing program I wrote myself, and while small dumps are fine every time I try and do a big one the lines get wobbly and sometimes white streaks appear across the page.

Is there anything I can do, or is it new printer time?

**Wayne Singleton**
**Somerset**

**● No problems here with the printer – what's happening is the line spacing that the printer uses (the amount that it moves the paper up by between printing) isn't quite the same as your program is assuming.**

**Providing your printer is Epson compatible, and that you can LPRINT to it from your interface (never heard of Sunshine; must be very old), you can try LPRINT CHR$(27);"A";CHR$(11); before sending the picture to the printer. Also try changing the 11 to another number between 10 and 40, and see what happens.**

## . . . with new Sinclair gun

Dear Droopy, What's all this about a new Sinclair gun? What can I shoot with it – will it work with all my old software, or can I adapt it somehow?

**Dave Gilmore**
**Birmingham**

**● There is indeed a spiffing Sinclair shooter – the Magnum, manufactured by Trojan – which Amstrad are keen to sell to all and sundry as the next best thing since the Sinclair PC200. It has absolutely no chance of ever working with old software; only brand spanking new games will be able to use it. In the past, light rifles have been known not to work at all; if Trojan have designed this one well and it works properly them I'm sure that someone will produce a cheaper alternative . . . next stop, the Sinclair User Kalashnikov?**

**Dave Gilmore . . . Dave Gilmore? . . . Pink Floyd . . . nah, couldn't be . . . 'ere, lend'za fiver . . .**

## . . . with dodgy joysticks (I think)

Dear Dr Rupe, I got a Spectrum +3 for my birthday, with games and a joystick. The games are OK, but the joystick is 'orrible. I've been using a Quickshot with my old 48K and Kempston interface, but a friend told me that plugging it into a +3 will probably blow everything up. Help me, Obi Wan Kinobi, you're my only hope . . .

**Mark Poole**
**Cardiff**

**● Fiddlesticks. And that's an order, Lieutenant. What your friend was probably trying to say was that you can't plug the Quickshot into the +3 joystick interface without hassle. You can plug the Kempston interface into the +3, and it'll work, or you can get an adaptor lead for a couple of quid to hook the joystick directly into the Speccy's port.**

## . . . with the Disciple club

Doctor Rupe, I remember a long time ago you mentioned that there was a club for Discovery owners. I have now got a Disciple disk system for my Spectrum – can you tell me if their is a similar club for people like me?

**Paul Anders**
**Copenhagen**

**● Certainly is; it's independent of (although one the best of terms with) that awfully nice Miles Gordon mob. A quick self stamped, self-addressed letter to: The Independent Disciple Users' Group, 34 Bourton Road, Gloucester, United Kingdom GL4 0LE, should elicit some words of comradship. They also cover other MGT products like the Plus D and the (world holds breath) Sam Coupe.**

## . . . with X-rayed tapes

Dear Dr Rupe, I've got a Spanish 128K Spectrum with the keypad and a ZX Printer. When I was in the UK recently I bought a load of games for it, but some don't work despite being marked "128K Compatible". I don't normally have problems with loading – could the tapes have been damaged when I took them through airport security's X-ray machine, or is there something different with a Spanish Sepctrum?

**Giles Seretha**
**France**

**● Most Amstrad/Sinclair machines in Spain are merely English machines with different messages plumbed in, and a different keyboard. The Spanish 128K is a different kettle of bugs though. It was the first 128K Spectrum produced, and it has lots of differences in the ROM between it and any UK 128K. For starters, the editor in the Spanish 128K BASIC was written by (whisper it) Tasmanm, where as the UK 128K BASIC was written by Sinclair themselves. So, if a game relies on finding stuff in the right place in the ROM chips, it will be a bit surprised.**

**It's unlikely that the airport security machines damaged your tapes, although it is possible. In future, asking for any tapes or disks to be hand-checked might be a sensible precaution.**


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# WHAT A LOAD OF WARLOCKS

There you are, late Friday night, nothing but Jimmy Tarbuck on the box and nothing but mouldy unidentifiable yuck in the fridge. Bored? How about nipping down the shop and getting out a vid?

Well, if that happens after 18th October - chances are you'll be confronted with the possibility of viewing a movie called Warlock. To rent or not to rent, eh?

Well, as it happens, Warlock has a pretty good pedigree. Chief baddie is Julian Sands, last seen in the utterly sloppy Room with a View. Male lead is Richard E Grant. Lastly the girlie interest is Laurie Singer, who was in Footloose. I feel it's fair to say that no-one concerned is going to be getting any Oscars for Warlock.

A bit like Terminator in reverse, Evil Warlock gets transported into 20th century LA from 17th century Boston. By means of being bloody minded, the guy that captured him back then manages to follow. Warlock, after a bit of murder and mayhem, which includes cursing the girlie so she ages 20 years every 24 hours (just like Jim on press day) is given a mission by a demon to find bits of a Grimoire. When the bits are put together the world will end. Then the girlie and the hero manage to stop him. Got that?

Not shlock enough for blood fiends, not as silly as Excalibur (it does come close in places, however!), Warlock is not a great movie (cert 15) but if confronted with wall-to-wall Royal Variety Performance on telly, will still prove worth the rental fee... if only that you'll all argue for hours about exactly how good it was.




# EVERYBODY SELTZER



Ooer look at this funny stuff in a see-through can - what can it be? Why it be Seltzer, a new drink made from fizzy glacier water stuff. It comes in four flavours, Raspberry, Vanilla (tastes a bit like Cream Soda), Tangerine and Lemon and Lime. We suggest you buy one of each flavour, drink them all, jump up and down very quickly then help Mum clear up the bathroom afterwards. At 55p each they are a wee bit pricey but worth buying just for the shiny plastic can which converts into a mini aquariam after use (but not really). You can get Seltzar at most branches of Holland & Barrett, Cullens, Harrods and all good sweet shops and health food stores.




# DON'T BE A DUMMY

Here's a great new sweetie treat called Dummy. Dummy from Van Melle are mini chews which come in natty little twin packs of strawberry and lemon flavour or raspberry and orange flavour. You can either keep the two little packs together or rip along the dotted line and share them with a mate. We love 'em and reckon you'll go pretty squiffy on 'em too.

Dummy cost 20p and if you collect 10 packs and send off £7.99 you get a super yellow fluffy Dummy doll that does a jiggly dance when you speak to it - brilliant eh? You'll find Dummy at most Woolworths, Martins and good newsagents shops.



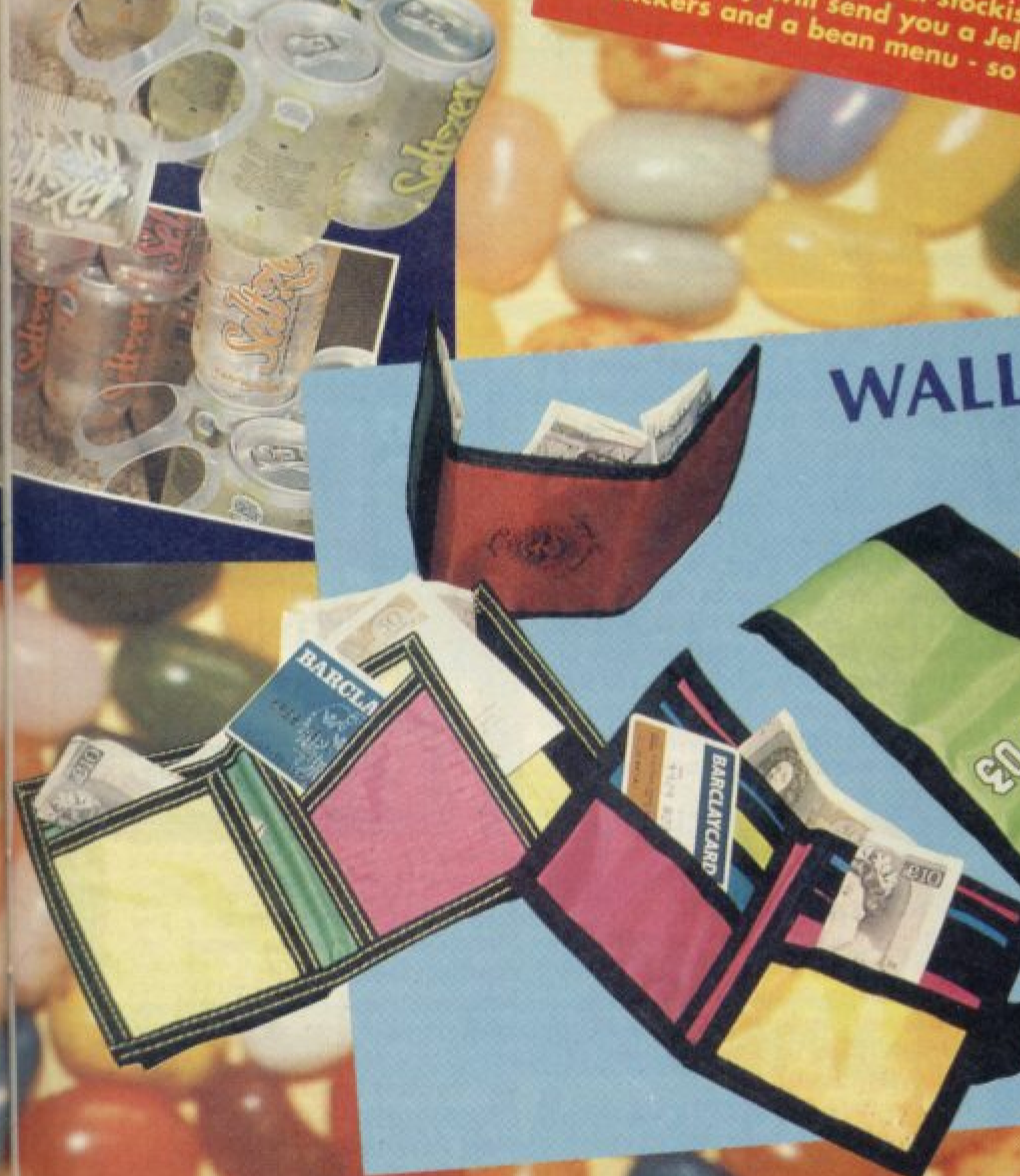

# BEANZ MEANZ BEANZ

The latest sweetie craze to arrive here from the States comes in the shape of Jelly Belly jelly beans. Oh snoring boring I hear you say, what's so brilliant about stinking jelly beans. Well, you see, these are pretty special beans which come in more than 40 different flavours including buttered popcorn, watermelon, pina colada and lemon meringue. Apparently, these are the only brand of jelly beans that Ronny Reagan will eat, but don't let that put you off.

They come in three mixes: Tropical, Fruit Bowl and Assorted. Unfortunately, they're not exactly cheap at £2.80 for an 8oz bag, £1.40 for a 4oz bag and 35p for a 1oz bag, but they're worth buying, if only for special occasions.

Jelly Belly is sold at Harrods and branches of Confetti, but if you want to find out where your local stockist is call 01-808 3776, tell them SU sent you and they will send you a Jelly Belly pack of logo car sticker, a sheet of stickers and a bean menu - so give 'em a call.

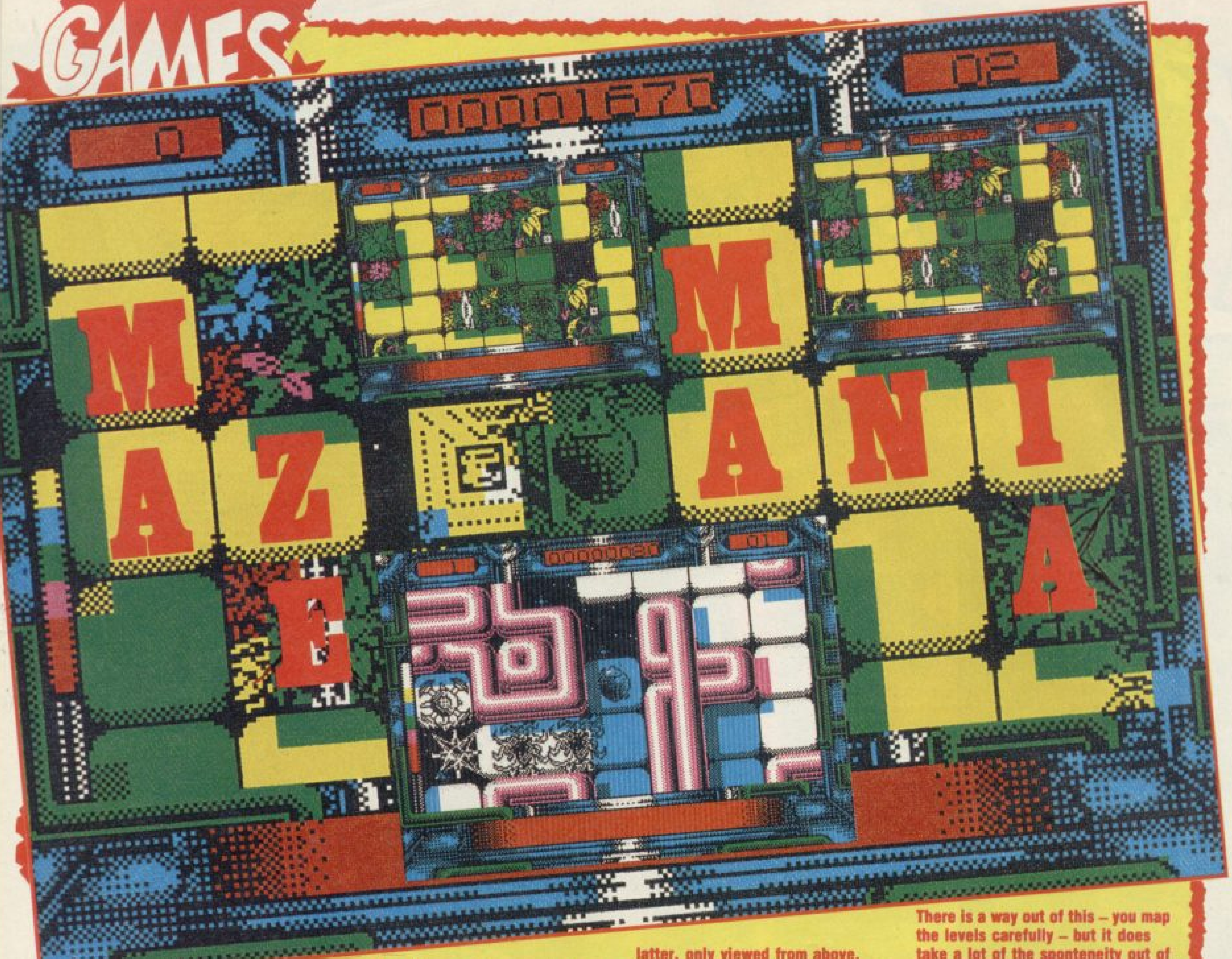




# WALLET'S BUY ONE OF THESE

If you're one of those slobby disorganized types who walks about with jelly snakes in his pockets and conkers wrapped up in his hanky (wot? - JD) we suggest you nip out and snaffle one of these ruddy marvellous surfy type wallets pretty pronto. They're from a company called Fabrizio and come in lots of mental dayglo colours. They've got plenty of pockets so you can store all your cash, bits of paper, bus pass, and half eaten dairylea triangles (?!?) in them and still have space for half of your bedroom furniture... (we'd like readers to know that that last bit was a gross exaggeration).

You can get them from Beau Baggage who have branches in Romford Essex; North St, East Ham; High Rd, Ilford; Roman Rd, Bow; Leather Lane, EC1; High St, Walthamstow; High Rd, Wood Green and Wentworth St E1 (apologies to readers outside of these areas and oop north, maybe your southern mates will get one for you). Clockwise from bottom left prices are £3.99, £2.50, £3.50 and £2.99 so they're a bit of a bargain.




Hewson generally knock out some cracking stuff, don't they? Cybernoid, Exolon, Uridium – Hewson games have had more SU Classics than most of us have had lukewarm dinners standing in the rain on one leg. And the latest offering from that esteemed company is Mazemania.

Remember Pacman? That was maybe the first maze game ever and had you gobbling up dots around a maze, while you had to avoid the nasties.

Then there was Pacmania. It was just like the original Pacman, only it was in isometric perspective, so you could only see the bit of the maze immediately around you at any one time. This was a real pain in the botty, as if you had missed a single blob somewhere, you had to frustratingly search through to find the missing one – instead of being able to see it immediately, just like you could in the original. Oh – and you could jump over the monsters.

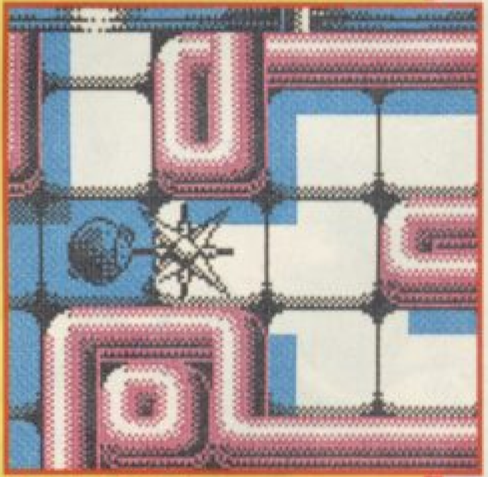
Mazemania is a bit like the latter, only viewed from above. Flippo – your cutsie sprite – has to traverse through some colourful mazes, flipping over the tiles (essentially the same as eating up the dots), avoiding the monsters. When you have succeeded in flipping all the tiles on one level, you have to find the exit square which will take you to the next.

There are other fiddly bits to it, of course. Black holes that you have to jump over... if you fall down you flip back to the original colour – and I have a feeling they might alter bits of the maze when you walk over them, too.

Icons can be bumped into which give you extra points, extra energy (for it is energy you lose if you bump into a nasty), an extra life, or the ability to jump on nasties and kill 'em. You can jump over the aliens to avoid being drained of that oh-so-precious energy, and to avoid our friend Flippo from a grisly and untimely demise.

The final difference is that you have an energymeter and when you bump into nasties, you don't die immediately, but lose a bit of energy.

But the fact that you can't see all the maze at once (same as in Pacmania, y'see), makes the game – for me – a bit of a pain to play. There is a way out of this – you map the levels carefully – but it does take a lot of the sponteneity out of



the thing if you do.

On the plus side, as usual, the technical implementation of Mazemania is flawless. Super scrolling, fabby graphics – particularly on the second level – great playability, the works. And the game has a certain niggling addictiveness that does get to you after a time – 'though for others it might just amount to niggle!

But for 10 big ones, it's one of those games that it would be better to try first, to see if it's going to grab you, rather than rushing out to buy straight away. Worth looking out for 'though, particularly for maze game and mapping fiends■

## FAX BOX

ARCADE REVIEW

**MAZEMANIA** Label: **Hewson** Author: **De-signmaker** Price: **£9.99** Memory: **48K/128K** Joystick: **Various**

*Pacmania-ish game-play, but in plan view with a few knobs on – worth a look.*

Reviewer: John Cook

| | |
|---|---|
| GRAPHICS | 85 |
| SOUND | 72 |
| PLAYABILITY | 70 |
| LAST ABILITY | 80 |
| OVERALL | 74 |

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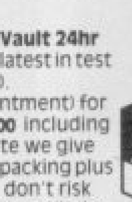
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# PREV




## GHOULS AND GHOSTS

Want to know something that'll really put the willies up you? (fnar!) Ghouls and Ghosts has just materialised here at SU and there's not one jot of text to explain it. That's probably because we get our previews first, before they go any where else. You probably don't need me tell you that Ghouls and Ghosts is a emulation of the old classic of a very si me.



What can I say? It faithfully reproduces all the stages of the old classic, three lives all lost if you are hit once and loose the armour and then, if hit before finding some second hand met al strides, completely and utterly, unquestioningly and unequi vicably..DEAD.

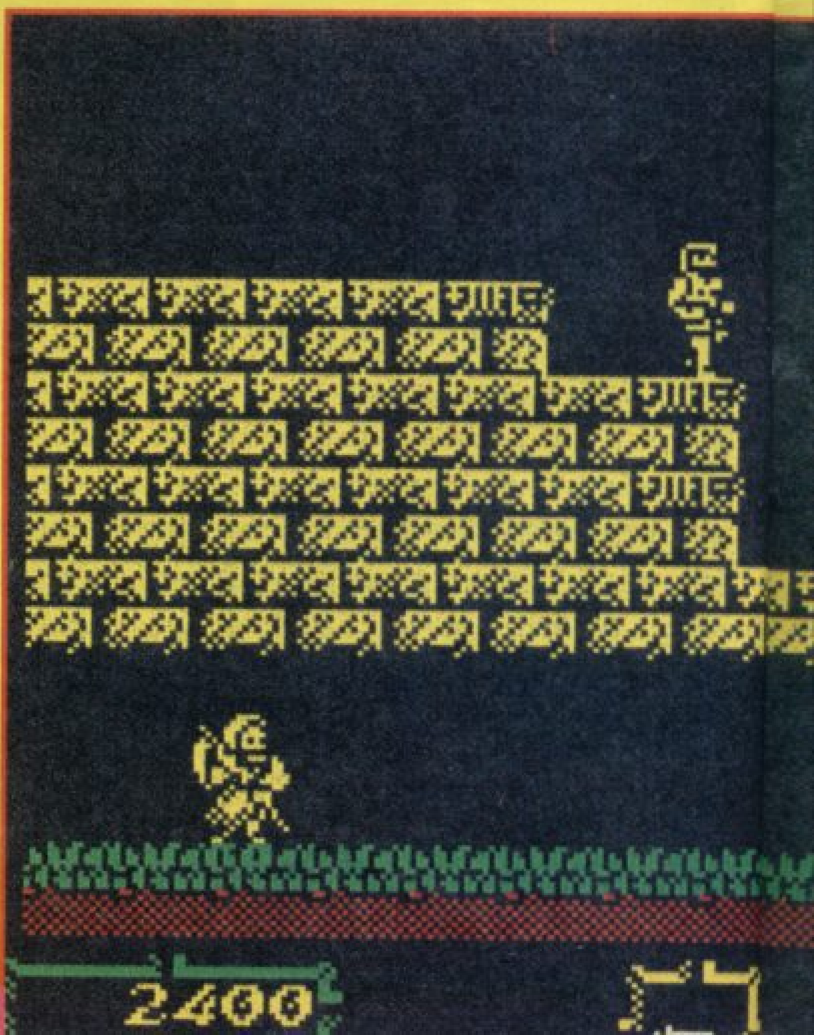
Anyway, why take my word for it? Just cast your bloodshot, television strained little peepers over the screenshots here and judge for yerself!





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# EWS





## SHINOBI

Ahh sooo. Coin-op convertions rule OK. And this latest Saga arcade tc Spectrum puts you in the role of a morning star wielding ninja. No, no not Morning Star the newspaper of the middle class we-are-the-voice of working people of this country. Nooo. The if-this-bit-of-metal hits you, you're dead type of morning star.

The action scrolls from left to right as you attempt to fulfill your mission; liberate the hostages. Not too easy a task as you can probably guess from the screenshots. There are five levels consisting of a couple of stages each and populated with some of the meanest, oriental thugs this side of a take-away. The odd prayer will kill everything on the screen but this will tire out your God so don't call upon him lightly.






So you've seen the piccies, read the preview and now await the full blown low down in the next issue.

Street date Sept 18th
Price £8.95







# PREV

Frankly, we were pretty relieved when *Galaxy Force* came along for preview. Somehow there just didn't seem much challenge left in game scenarios any more. We'd all overthrown tin-pot dictatorships. We'd all defended the Earth from hordes of alien scumbags. It was a relief, to be honest, to discover a game that offered an even more incredible ego trip.

*Galaxy Force* casts you in the -not unfamiliar- role of a space mercenary. Sparkly eye-patch and a leather jacket



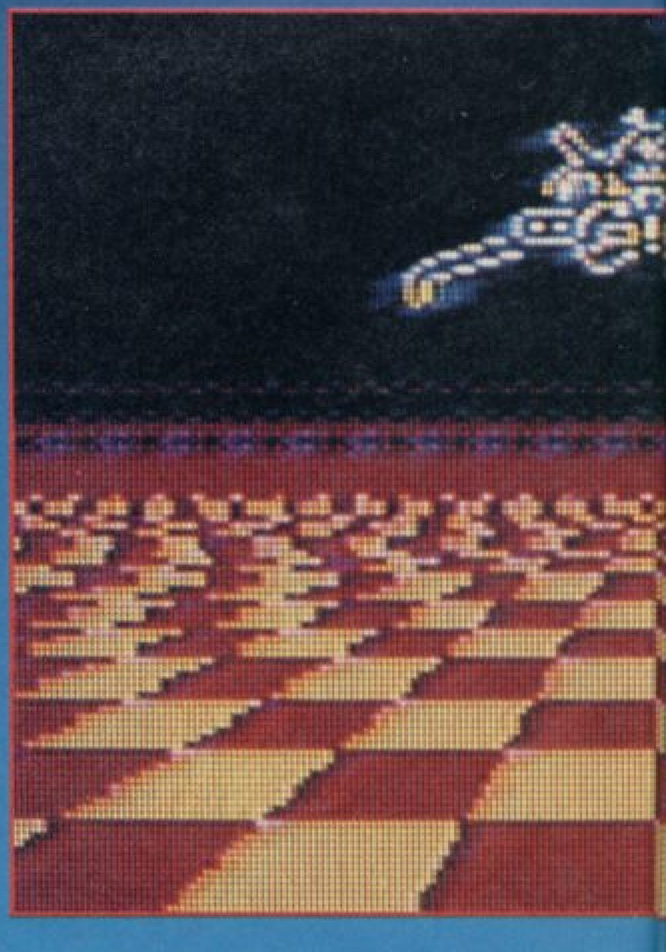
full of pockets, that sort of thing. Your mission? To destroy an entire mini-solar system.

It's time to take the war to the aliens. We've been on the defensive far too long. It's time to get tough. We need to mount a one-man mission to attack a number of alien worlds and destroy each one, knocking out the extra-terrestrials' defences before launching an attack on their battle station.

The most impressive feature of the arcade *Galaxy Force* was it's super-quick 3D graphics.

# GAL
# FO



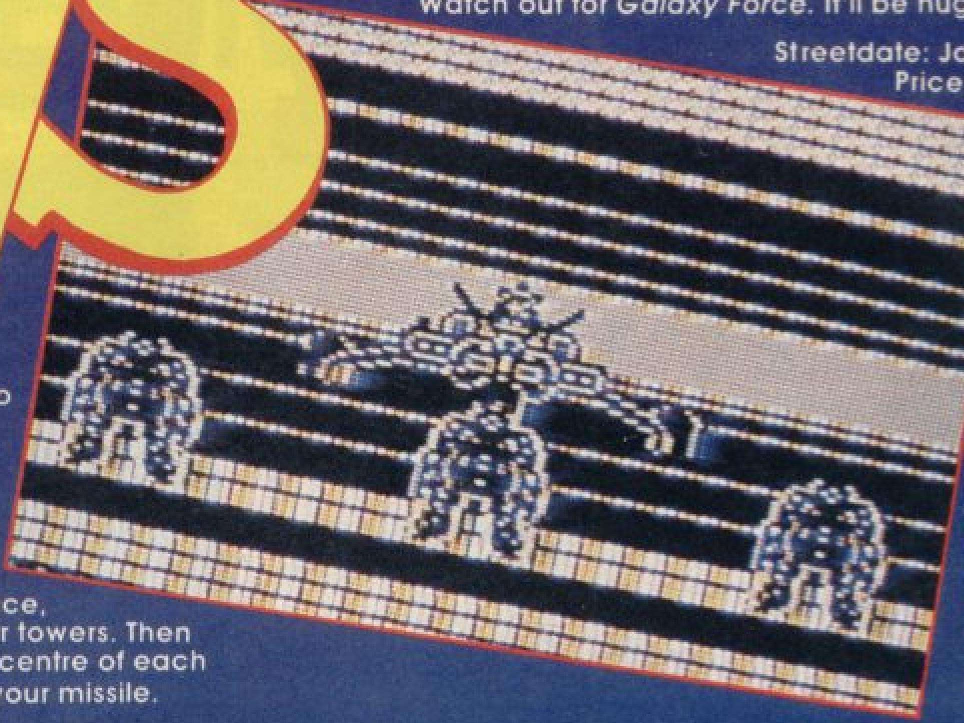


# IEWS

Also there is the space approach to the alien battle station, there you've got to fight your way past hundreds of fighter craft.

Watch out for *Galaxy Force*. It'll be huge.

Streetdate: January
Price: £8.95

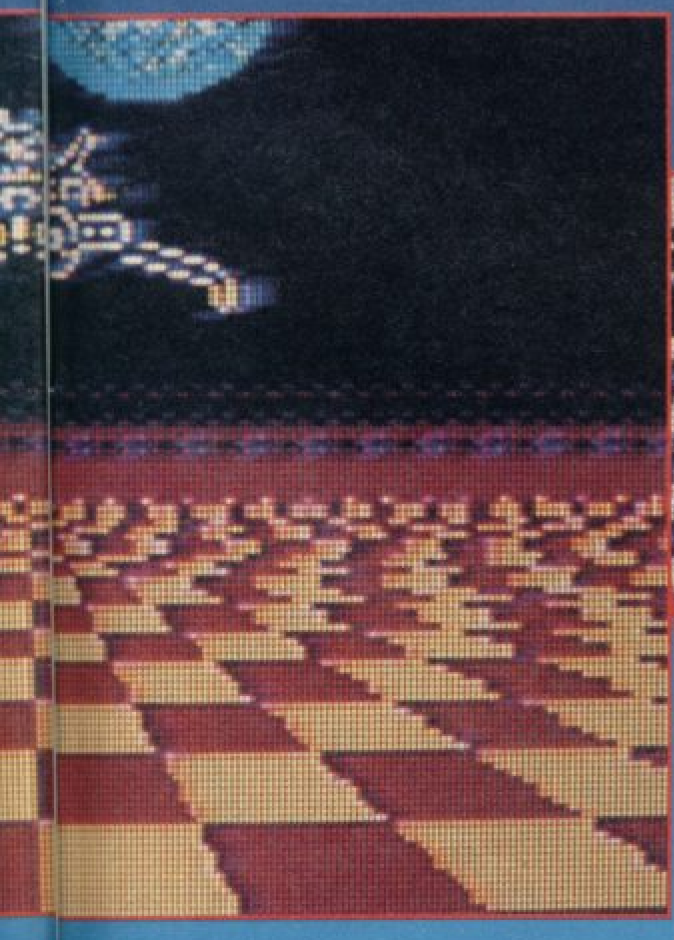


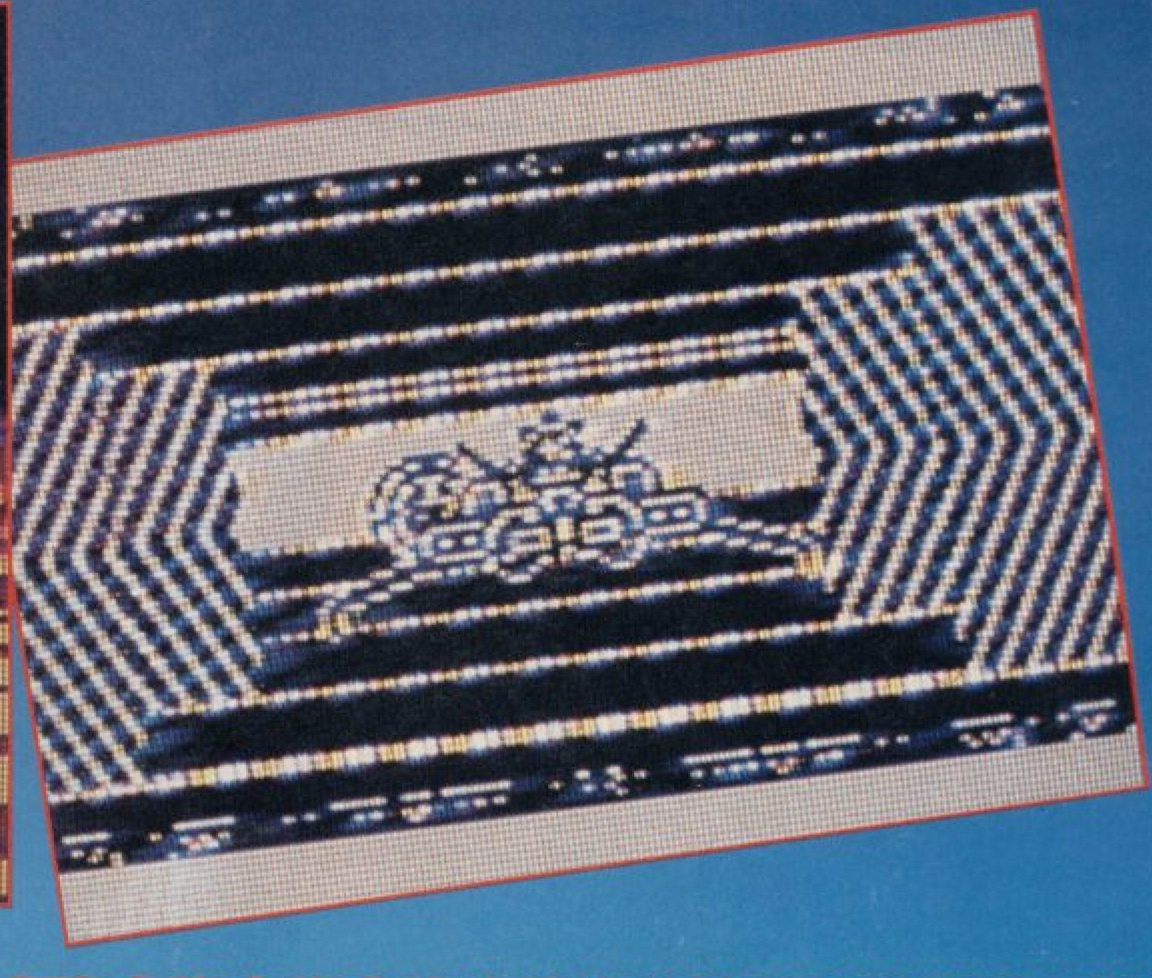
After seeing what Activision managed to do with Afterburner, such a conversion now seems plausible.

We've got a smattering of pictures here from each level of the game. As you can see, it breaks down into three main sections; there is the initial stage of combat- skimming across the planet's surface, blowing away missile installations and radar towers. Then there is a dive down a canyon towards the centre of each world - the place where you need to drop your missile.

# LAXY RCE





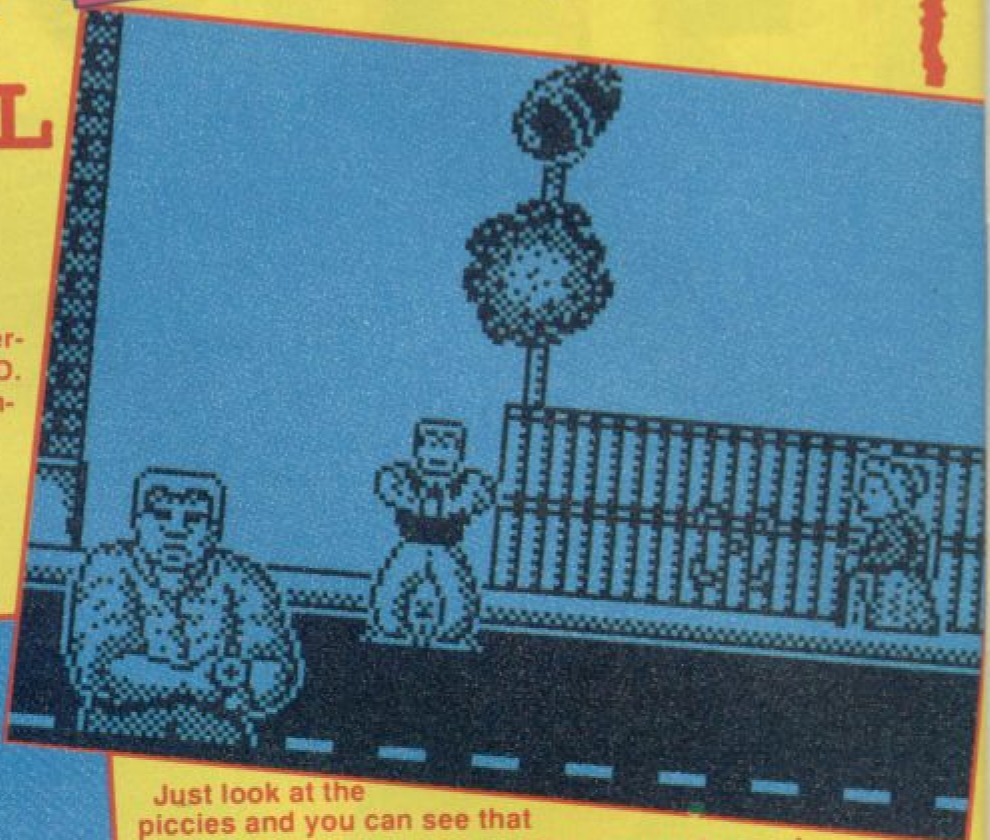


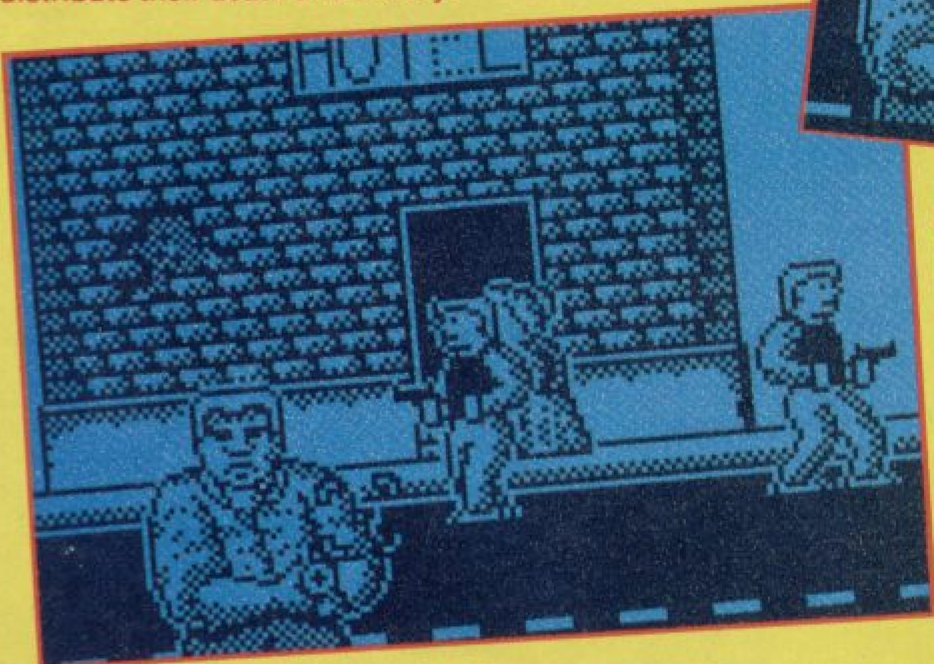
# PREVIEWS

## INTERNATIONAL DRUGS BUST

Remember the song "Just Say No",? Well, it's very sound advice and Players just couldn't say no to International Drugs Bust. In it you take on the role of an L.A.P.D. policeman whose partner has just been wiped out by an international drugs syndicate and you're out to have your revenge on the muthas.

Your vendetta takes you across London, Los Angeles, Paris all international drug centres where the filthy scum distribute their death and misery.





Just look at the piccies and you can see that you'll be up against some of the meanest armed thugs in the cosmos. In fact the slimeball with the shotgun looks as if he's the brother of the tough guy on the end of level in Op Wolf. Good job you turned in your regulation .38 for an UZI. After all, you either bust drug syndicates or end up dead meat and looking at the screenshots you'll need every advantage you can get.

We'll be dribbling on the desktops until we get a full fix of the game in October.

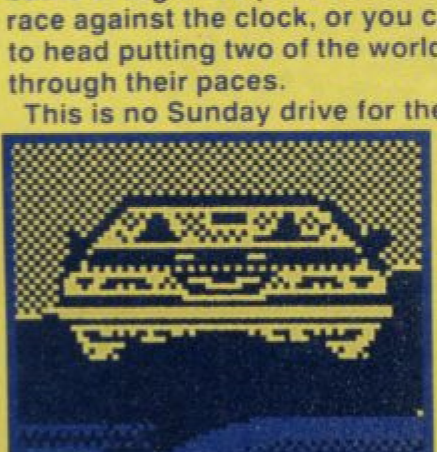
Streetdate October
Price 2.99

## TEST DRIVE II

It's racey, it's pacey and it ll be roaring onto your screens faster than you can change a tyre whilst fending off a chimp with umbrella. Yes, it's Test Drive II and it's sooo new that the cars still have no numberplates.

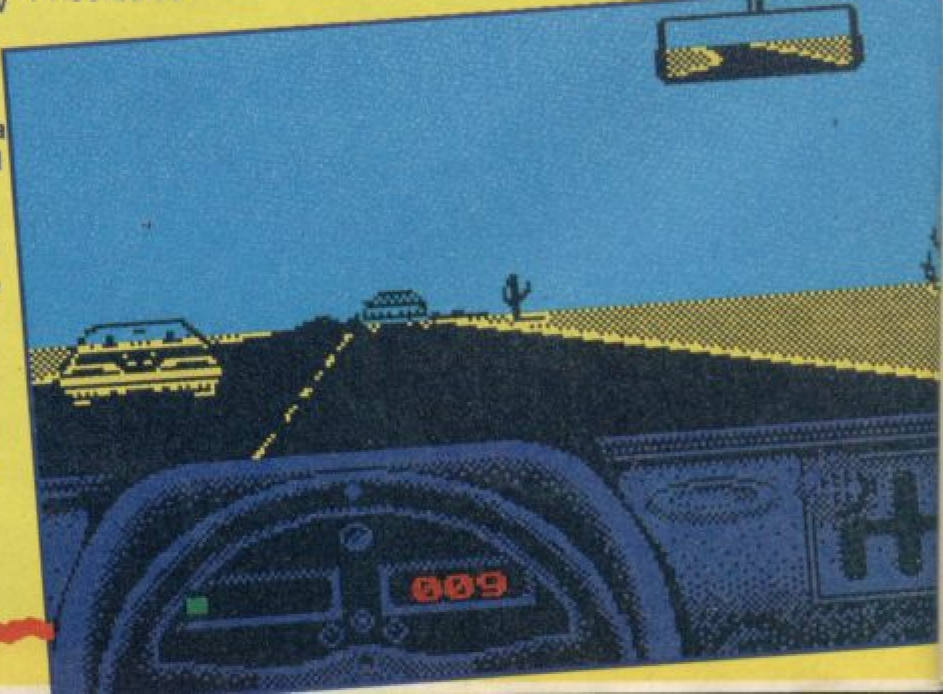
You are put in the rather tasteful and oh so luxurious seat of either a Porche 959 or a Ferrari F40 as you enter the battle of big ends (that's a technical term matey!) It can be a race against the clock, or you can have it as a straight head to head putting two of the world's fastest production cars through their paces.

This is no Sunday drive for the throttle jockeys amongst you. Oh no siree! You race on normal roads (OHMYGOSH!). So you'll have to avoid other cars, tunnel walls and the dreaded...alien nasty. Oh all right, traffic police who rather than wetting their pants at the sight of you screaming up the tarmac, will endeavour to pull you over for a speeding ticket. (And quite right too, you horrible young tearaway!)



And when will Accolade unleash this horrific horsepower into the streets....

November.
Price:£8.95

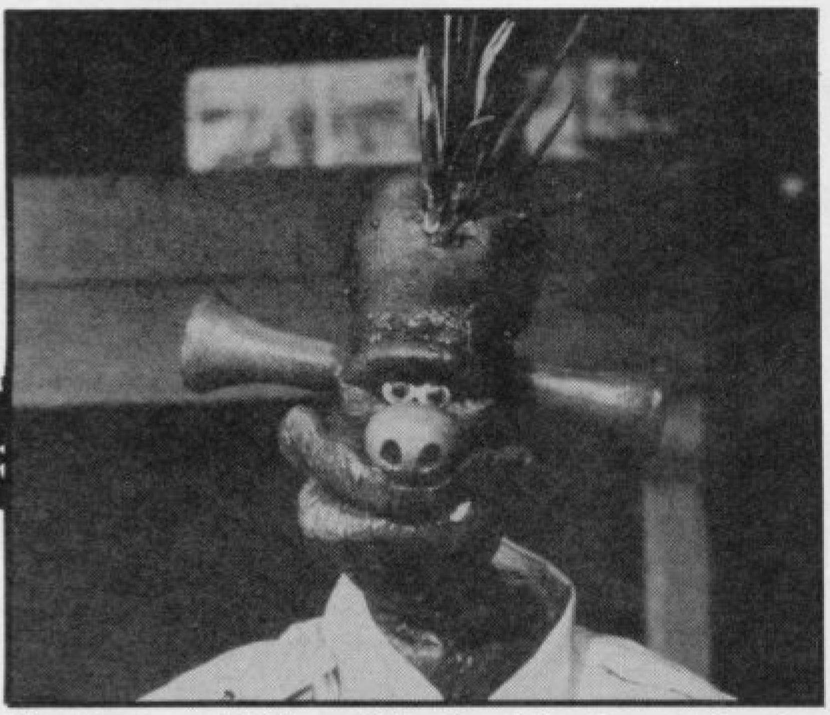


# END OF THE LINE

## GREAT MOMENTS IN SPECTRUM HISTORY VOL II

● Lady Hamilton came across Winston Churchill in his study one night playing **Battle of Britain** on his Spectrum. She observed that he'd been drinking and said, "Winston you're drunk!" to which our great statesman replied, "And you're ugly but I'll be sober in the morning".

● Oscar Wilde, the great British playwright and reknowned joker was at a house party with his Spectrum when a well known bore, and joystick hogger said "I passed your house the other day, Oscar me old fruit", to which he replied, "Thank you".



**What the harmful effects did to Mrs Erika Norma Stitz of Clapham.**



**After using the SU miracle suit, Mrs E Norma Stitz returns to a normal life as a childrens TV presenter.**

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## 10 PHRASES THAT YOU'LL HEAR AT THE PC SHOW (and what they really mean).

1) **"We're starting a budget line"**, – 'We're going to cash in on some old games that we can't sell anymore'

2) **"Funny you should mention that. We're already in the design stage on that one"**, – 'What a ruddy good idea. I'll rush back to the office and suggest it as another of my brilliant ideas'

3) **"The music is by Andrew Lloyd-Flatulent and it's got a sampled over dub of the London Symphany Orcestra."** – 'Great music, crap game'

4) **"It's almost ready for release."** 'The graphics are dodgy, there's no sound and the collision detection routine makes a large green block appear and it looks as if the character's being sick. We'll probably end up releasing it on a budget label and calling it something like 'Pavement Pizza''

5 **"Each level is a playable game in itself."** – 'It's a multi-load miss-match of naff games that we've loosely strung together.'

6 **"Your replacement program will be despatched from our central office."** – 'Don't bother me. I'm far too important to provide customers with a service.'

7) **"It's a completely new concept in computer games"** – 'The programmer left before they finished it and took the idea with them.'

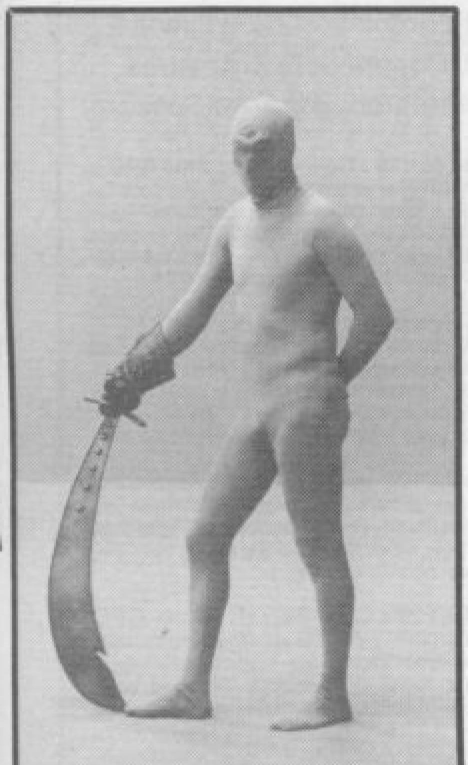
8) **"This is going to be the number one game for Christmas"** – 'We've spent a fortune on advertising/hyping/licenses/celebrities, so please buy it or I'm out of a job.'

9) **"Everyone who buys the game has chance of winning a splendiferous holiday in the Carribean"** – 'The Managing Director's son however, stands a much better chance of winning than you do!'

10 **"Fill in your registration card and you'll be entered into our grand draw and could win a fantastic prize!"** – 'We'll also enter your name and address into a junk mail service that'll send tons of assorted rubbish to your house and drive your mum mad!'

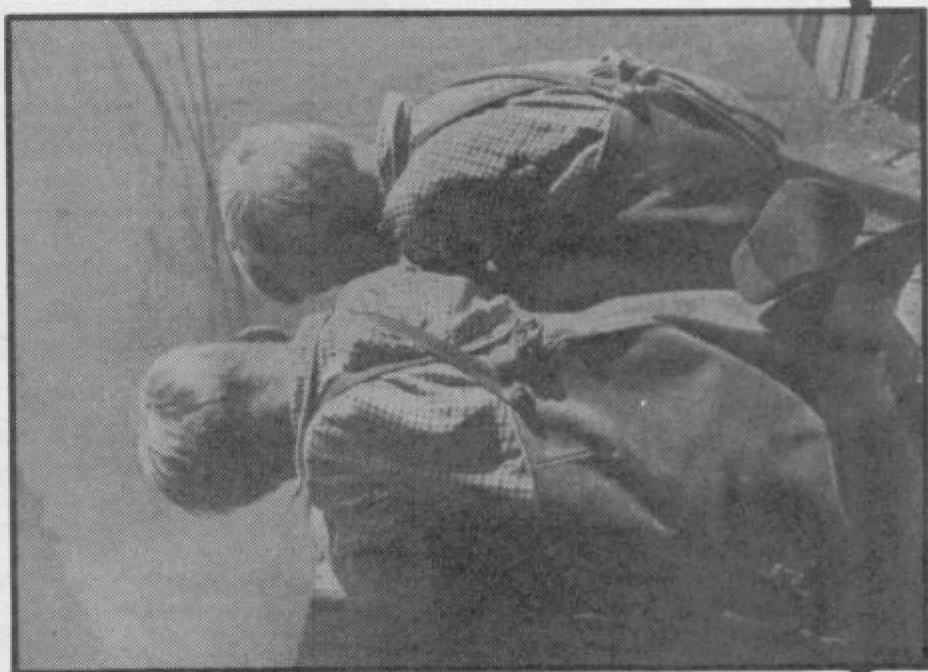
### Special Note

No software house, whether alive or dead should take this piece to refer to them. It doesn't.



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# END OF THE LINE



## Caption Comp No 33

**Those two young whipper snaplets had your brain straining and well done everyone who managed not to make scurrilous remarks about our worthy (Fnarr!), rivals. That's far too easy for all you devoted SU readers out there so the prize of twenty quids worth of goodies goes the imaginative, and completely disgusting Andrew Waudby of Hemel Hempstead who wrote: Boy one 'Have you got a weak stomach?'**
**Boy two 'No, I'm getting it as far as you is'**

**Andrew, that's the sickest joke we've heard in ages – even including some born of Tim's warped and depraved sense of "humour". Hope you enjoy your software.**



## Caption Comp No 34

**Oops! Careful with that sword. Oh deary me! Looks like Jimbo finally got his just desserts. He's always had his youthful, boyish looks but it looks as though he's finally decided to have that body transplant so that he can run for the bus without having to fall off at the nearest hospital with an oxygen tent.**

**Is this why he's looking so happy or is it that he's already seen his replacement torso and old Arnie Swartzeneger sez it's okay.**

**I don't know what's going on myself but if you have any idea what our Jim might be saying then why not scribble it down below you and might just be the lucky winner of £20 worth of sizzling Spectrum games.**

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